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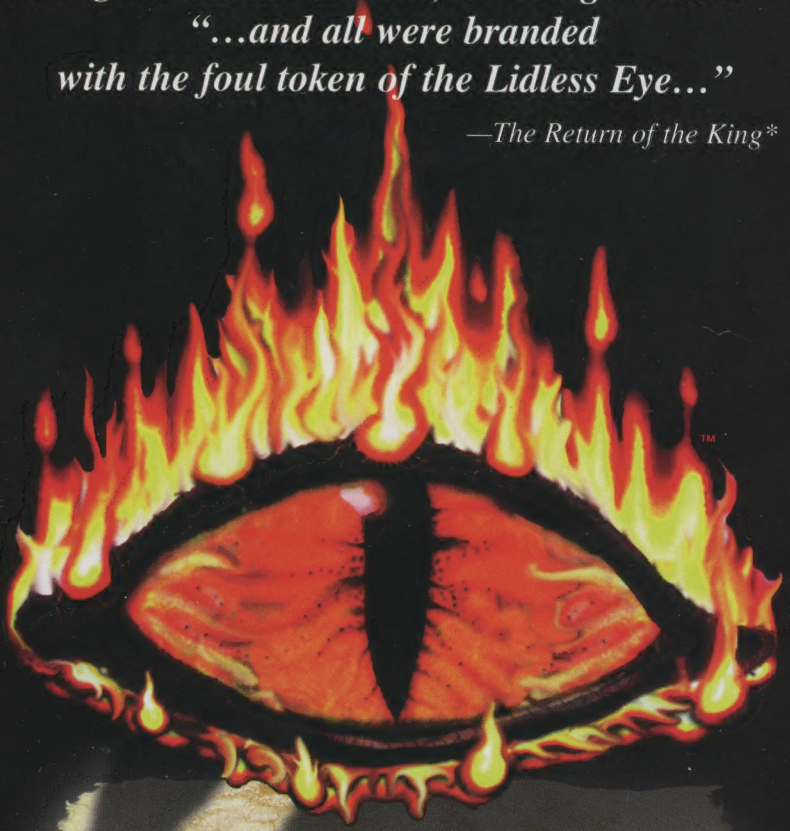
"And into the heart of the storm,
with a cry that pierced all other sounds,
tearing the clouds asunder, the Nazgûl came..."
"...and all were branded
with the foul token of the Lidless Eye..."

*—The Return of the King**



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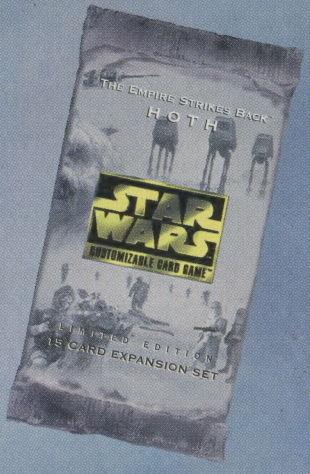

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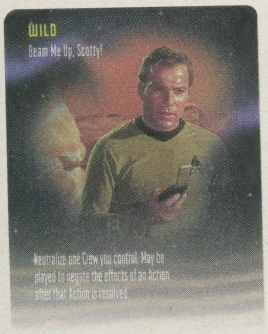
EDITOR'S LETTER

CCGs, They is Evolvin'

Has anybody noticed that they don't make CCGs the way they used to? No, I don't mean that the old CCGs that I remember from when I was a boy were made of iron and today's games are made of plastic...I mean when I first got into playing, every game was a twist on *Magic*.

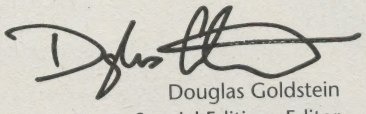
Magic is a simple game when you just look at the basics—well, *Magic* was simple until the game had added to it rules clarifications, errata, hidden loopholes and secret nuggets. You use the cards in your deck to reduce your opponent's life points to zero. Pretty straightforward, no?

Then it seemed that every game that came out after *Magic*'s success was a variation on that theme. Most games had monsters that caused your opponent damage—they even tapped when you used them—and supplemental cards to make the creatures stronger (*Magic* calls these "enchantments"). There were items and objects that weren't monsters (read "artifacts"), cards with effects that must be played on your turn (read "sorceries") and cards that had effects that could be played whenever (read "instants"). Games tried to put cute spins on the *Magic* theme. Maybe you got to vote with your opponents, maybe lands were treated differently, but games were designed along *Magic*'s premise. Hell, playtesting late one night we read a preliminary rulebook to a game (which will remain nameless) that still had *Magic*'s terminology in it.



Nowadays, however, most of the high-profile games coming out are based on storytelling, where you don't need to kill your opponent necessarily, but you're trying to move along a "plotline" and accomplish certain goals. *Middle-earth* was the first game to get this system working right, after *Star Trek: TNG*'s awkward attempt, and now we've got *Star Wars*, *Mythos*, and original series *Star Trek* and *X-Files* games. The appeal of these games seems to be the fun of getting into the adventure itself. In Mythos, it's great fun to walk to a haunted mansion to meet a certain ally and drive to an old crypt because you know you can get a certain artifact there. (Okay, we're still working with things like "artifacts" and such here, but these storytelling games are taking it to the next level.)

Maybe designers realized you can only go so far with the kill-your-opponent theme. That'd be my guess. As the next step, the new storytelling games offer many more opportunities to make you think and pretend you're actually in the game environment. Almost sounds like roleplaying, doesn't it? I wonder if future games will require one player to act as a dungeon master...



Douglas Goldstein
Special Editions Editor

THE GUYS AND GALS WHO MAKE THIS

M T +

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"But I spoke of my dread to none, knowing the peril of an untimely whisper, if it went astray. In all the long wars with the Dark Tower treason has ever been our greatest foe."

—Gandalf the Grey, Speaking from Elrond's Porch in Rivendell
(The Fellowship of the Ring)

THE UNDER-GROTTOS
UNDER-DEEPS
Adjacent Sites: Goblin-gate (0), The Under-leas (8), The Under-gates (8)
Playable: Items (minor, major, gold ring)
Automatic-attacks (2):
Orcs (1st) — 4 strikes with 7 prowess
(2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [◆].
Special: When a gold ring is tested in a company at this site, the result of the roll is modified by +2.
ART BY TED NASMITH

middle earth™
DARK MINIONS

***Middle-earth: Dark Minions*, the second expansion set for the award-winning *Middle-earth Collectible Card Game*,™ features 180 cards sold in 15-card booster packs. This expansion covers a host of novel themes to enhance and expand your deck building and game play:**

- **AGENTS— Hazards like the infamous Gríma Wormtongue and Bill Ferny, who can move from site to site, hindering or threatening companies.**
- **MINIONS STIR—Undead hazard strategies take on new dimensions, and Orcs and Trolls start organizing for combat. You must even contend with frightened and captured characters!**
- **UNDER-DEEPS— Dangerous subterranean sites like the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur.**

THE HUNT
SHORT-EVENT
Playable on Alatar during the organization phase.
Name a specific hazard creature card your opponent revealed to you through a mechanism of the game and discarded. Unless eliminated or prevented from being in play, your opponent then finds this particular card (reshuffling his play deck if it was searched). This creature immediately attacks Alatar as though he were a one-character company. Alatar cannot use or benefit from spells against the attack. If untapped, tap Alatar afterwards.
ART BY ROMAS KUKALIS
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1
DEALLUS
3
1
WARRIOR/DIPLOMAT MAN
Unique. Agent.
"Red-haired and gifted with a marvelous tongue, Deallus of Dunfeeran was the embodiment of the high hills' soft beauty and strong, deep spirit."
—Kuduk Lore
Home Site: Dunnish Clan-hold, Bree, Cameth Brin
2/7
ART BY APRIL LEE
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THE UNDER-COURTS
UNDER-DEEPS
Adjacent Sites: Barad-dûr (0), The Sulfur-deeps (5), The Under-galleries (4)
Playable: Items (minor, major, greater)
Automatic-attacks (2):
Trolls (1st attack) — 3 strikes with 10 prowess
(2nd attack) — Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-holds [◆].
Special: If any Nazgûl permanent-event is in play, one must be used as an additional automatic-attack (attacker's choice, discard after use—ignore result of defeat).
ART BY DAVID MONETTE

(2)
MORDOR IN ARMS
PERMANENT-EVENT
Any company moving in Nurn faces three attacks: Orcs — 5 strikes with 8 prowess, Orcs — 4 strikes with 10 prowess, Trolls — 3 strikes with 12 prowess. If all three attacks are defeated by your opponent, he receives this card in his MP pile and 2 kill MPs. Any attempt by a character to influence a faction playable at a site in Horse Plains, Khand, Harondor, Nurn, Gorgoroth, Imlad Morgul, or Udûn is modified by -6 and cannot be done with Muster.
ART BY OMAR RAYYAN
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(4)
PASS THE DOORS OF DOL GULDUR
PERMANENT-EVENT
Stolen Knowledge. Playable on a company if the company discards (for no effect) a Stolen Knowledge card it controls. You can tap this card during the same site phase the company successfully plays Rescue Prisoners at Dol Guldur (or rescues characters taken prisoner if the rescue site is Dol Guldur); this card never untaps. If tapped, this card can be stored at a Haven [□]—only if stored do you receive its marshalling points. If stored, all automatic-attacks at all Dark-holds [■] and all Shadow-holds [◆] are modified with one less prowess and one less strike (to a minimum of one). Once tapped, no other copy of this card can be tapped.
ART BY JOHN HOWE
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ORIGINS AWARD WINNER BEST CARD GAME 1995

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InQuisition

Letters to the editors

Gut Factor

Grant Cook of St. Louis, Mo., sent us a letter that said, "It's taken me a while, but I finally got up the guts to write you." Guts? It takes guts to jump out of an airplane. It takes guts to play pro football. It takes guts to look at a nude photo of Rush Limbaugh. But all it takes to write to *InQuest* is a pencil, a piece of paper, an envelope and enough sense to know which side of the stamp to lick. It's also helpful—but by no means mandatory—to have something interesting to say. Like this guy...

Jurassic CCGs Revisited

In his "Jurassic CCGs" letter ["InQuisition," *InQuest* #18], Robert French wondered if *Mars Attacks!*, a card set he believed was published in the '50s, might be the original CCG. Said Mr. French: "I was told there was one card in each pack that included rules for a game."

Actually, *Mars Attacks!* was issued in 1962. Topps reprinted it in 1994. The original set had 55 cards. The reprinted set added 45 new cards, bringing the total to 100. To my knowledge, there was no game involved in either version, although children might have made up their own game, just as they might with any other card set. Card #55 is probably what French was thinking of when he referred to a rules card, as it contained nothing but text. But actually, #55 just had a checklist of all the original cards on one side, and a synopsis of the *Mars Attacks!* storyline on the other ("Planning to conquer the Earth, Mars sends flying saucers through space carrying deadly weapons. Burning the cities, the Martians destroy much of Earth's population...").

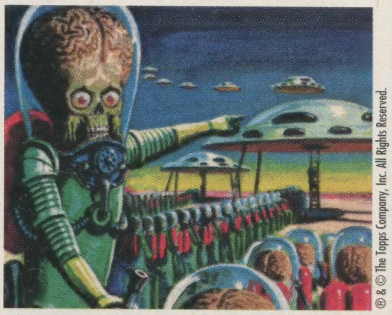
Regarding the earliest CCGs, you might find it of interest that in 1889, E.R. Williams put out a boxed set of 52 playing cards, which was advertised as the *Egerton R. Williams Popular Indoor Baseball Game.*

In 1933, the Rittenhouse Candy Company issued a conventional set of playing cards (like a poker deck) featuring baseball players of the period. Each card had a different letter on the back. Collectors were supposed to find enough letters to spell "Rittenhouse Candy Company."

In 1951, the Topps Candy and Gum Company issued two different sets of baseball cards that were designed to be used as a baseball game. The sets were complete at 52 cards each. One set had red backs, the other had blue backs. A set sold for the princely sum of one cent.

R. T. Elder
Reno, NV

Nice work, R.T. If anybody can come up with a CCG older than* Popular Indoor Baseball*, I'll eat his* InQuest*. By the way, R.T. also sent along a sample* Mars Attacks! *card depicting a scantily clad female recoiling from a grotesque drooling alien. Which got me all misty-eyed and sentimental, since it reminded me of my wedding night.



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Card No. 1 from the 1950's *Mars Attacks!* card set

Yechh to Trek

I play *Magic,* so I appreciate the space *InQuest* devotes to it. I also enjoy the overviews of other games. I think *InQuest* has found a happy medium between *Magic* and everything else.

But regarding your battle between "Star Wars" and "Star Trek" ["Star Wars vs. Star Trek," *InQuest* #18], what were you thinking? Point by point:

1. Heroes. Captain Kirk epitomizes justice and virtue? Are you kidding? How can the sex-mongering Kirk epitomize justice and virtue more than a backwoods moisture farmer who is hunting the man he believes murdered his father?

2. Government. Of course the Federation is more stable than the Empire. But would you rather take a vacation with your grandparents (because it's more stable) or go bungee jumping (because it's a hell of a trip)?

3. Sidekicks (I noticed you left this one out). Who would you rather have at your back in a bar fight, a "trombone-sucking dork" like Riker, or a Wookiee who can rip your arms off?

4. Sex Appeal. If you're more turned-on by a pot-bellied Kirk than a gold-bikinied Leia at the end of a chain, then you must be a Trekkie.

James O'Connor
Blanchester, OH

How about a gold-bikinied Kirk at the end of a chain? Hubba hubba!

Dueling Torsos

All girls/women/females/etc. who think CCGs are sexist because they show half-naked women should check out the Fleer/SkyBox *Star Trek: The Card Game* Shirtless Kirk card. Granted, it doesn't exactly make me drool. But ladies, doesn't it kinda speed up your estrogen production? And how about Conan? No shirt there. Or how about Legolas and Aragorn from "Lord of the Rings"? I bet they'd look good shirtless. And how about a shirtless Caramon, Tanis or Riverwind from "Dragonlance"? I could go on all day.

Timothy Shanahan
Fountain Valley, CA

And for the boys: Shirtless Oprah!

Dominian Dilemma

My mind's been spinning over this question. Is this place we're battling over in *Magic* called Dominia or Dominaria? I

know for a fact that the *Alliances* wrappers and *Ice Age* wrappers say Dominaria. I also know for a fact that the Revised and Fourth Edition Gift Box manuals say Dominia. Your mag also uses both names. In "Up Your Sleeve" in issue #19, you say: "Deep in the murky swampland of Dominia . . . ". But just two pages back, you say: "...may be the big guys in Dominaria." So which is it?

Kevin O'Young
Poughkeepsie, NY

***Here's the scoop from Sue-Lane Wood, Wizards of the Coast public-relations person: "Dominia is a multiverse. Think of it as a whole galaxy, infinite in size. Dominaria is a massive world within this multiverse. Dominaria is divided into dozens of small continents, which are the sources for all the different expansions." Want more info? Sue-Lane suggests you check out the* Fourth Edition Pocket Player's Guide.**

Code Breaker

In the letter titled "Message from Mars" ["InQuisition," *InQuest* #19], there's an alien message that reads: KCUS SNASITRA NILBOG. This is backwards for GOBLIN ARTISANS SUCK. Just thought I'd let you know.

Matt Franta
Elkader, IA

SIVAEB SKNAHT.

Hallelujah

I enjoy *Magic*, the *Star Wars* CCG, the *Star Trek* CCG and *Mythos*. I have played *Dungeons & Dragons* since I was eight. I read comic books and love cartoons. I enjoy the sarcastic tone of your magazine and have been favorably impressed by articles like "Does God Cry When You Play *Dungeons & Dragons*?" [way back in *InQuest* #4].

Now for the shocker. I am both a registered Republican and an ordained minister. The old adage runs true: You can't judge a book by its cover.

Rev. Derek A. Barnett
Twin Falls, ID

Just curious—do you accept Goblin Artisans in the collection plate?

Leshrac's Sigil
Enchantment
: When any opponent successfully casts a green spell, look at that player's hand and choose a card; he or she then discards that card. Use this ability only once each time a green spell is cast.
: Return Leshrac's Sigil to owner's hand.
Illus. Drew Tucker
™ & © Wizards of the Coast

Drew Tucker artwork

Stamp of Approval

In "Behold the Anti-Tucker" ["InQuisition," *InQuest* #19], Brett McQuiggan bashed Drew Tucker. Personally, I find Drew's work to be brilliant and macabre. Of all the *Magic* artists, he's my favorite.

I believe that all artists, no matter what their styles, are talented. Perhaps some of their individual pieces could be better, but every artists has good and bad periods. And until you, Brett, have your art featured in CCGs, are interviewed in magazines and are invited to appear at conventions, you have no right to bash a piece of art and say the artist is no good. Shame, shame, shame.

And to answer Brett's question about Leshrac's Sigil ("Can you please tell me what that picture is supposed to be?"), it's a stamp like the post office uses. It's also used to indicate tariffs on imports and exports.

Anthony Swartz
Harrison, AR

A stamp, eh? I thought it was a squished gopher.

Health Watch

Has Beth "Bethmo" Moursund recovered yet from her first sight of the picture on the Phelddagrif card?

Joe Varman
Lake Havasu, AZ

Yes, but she's yet to recover from her first lick of a Leshrac's Sigil.

Green Blues

Although I appreciate the flavor of *Mirage* as well as the new concepts, I am disappointed by the balance of power among the colors, green in particular. This is especially apparent if you look at *Mirage* as a stand-alone expansion; that is, an expansion played without any outside cards. Consider the following:

1. With the addition of the new Moxes and the higher casting cost of green's new mana producers, green no longer produces mana any faster than any other color.

2. The power/casting-cost ratio for creatures seems to be pretty even across the board. Where is green's advantage here? All dragons cost the same, and all have the same power and toughness, yet the green dragon is arguably the weakest of them all. Why?

3. The instants, sorceries and enchantments for green are uniformly mediocre. None of them approach the usefulness of cards like Dark Ritual, Disenchant or even Incinerate.

4. As a final insult, green is also the only color not given a cantrip.

Mirage is a fine expansion, and I applaud Wizards of the Coast for toning down the game's more extreme cards. But they need to keep the colors more balanced. Green has always been the underdog. I hope that the Wizards will remedy this in future expansions.

Michael A. Fitzgerald
Alexandria, VA

If I were hired to redesign* Magic*—about as likely as me becoming First Lady—I'd throw out all the greens and start over. Too many dorky elves and pixies for my taste. (I do, however, have a soft spot for the Craw Wurm.)

The March of Stupidity

The "Swan Song" column about useless cards ["The March of Science," *InQuest* #18] was gross, disgusting and stupid. I loved it!

Robert Reha
Staten Island, NY

Gross, disgusting and stupid—that's what it says on my business card.

Ban Man

Have the people in charge of the Duelists' Convocation totally lost their minds? I'm talking about all the new restrictions that have been showing up lately for Type II tournaments. I can understand restricting the Black

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuestMag@aol.com or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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Vise: it's a little too powerful for Type II. But Strip Mine and Hymn to Tourach? I admit they're both overused. But I don't believe they're disruptive.

Strip Mine should be considered a basic tool, because most decks have some kind of annoying land card. I mean, all types of decks use Mishra's Factories, and nearly every Crusade-toting weenie deck uses a couple of Kjeldoran Outposts. Before, I could rest assured that I could keep that avatar across the table from generating a 3/3 soldier every turn (with a couple of Crusades, of course). But now, unless I play landkill, there may be no hope. As for the Hymn, I've never thought it was so powerful that it needed to be restricted.

If the Convocation continues this trend of restricting popular cards, then nobody will be playing *Magic* because there won't be any good cards for tournaments.

Mick Circo
Spring Hill, KS

Let's pause and reflect for a moment on the daunting task facing the folks of the Duelists' Convocation. Not only must they weigh the effects of a myriad of card combinations, they must also deal with an ever-increasing number of expansion sets. Now that we're done reflecting, let's go beat the crap out of 'em.

Cost Defective

Do the guys at Wizards of the Coast think they're going to sell a lot of *Magic* cards at $3 a pack? *Homelands* was pretty bad at $1.75 for eight cards. But $3 for 15 cards is absolutely outrageous.

When I heard about *Alliances*, I asked my dad to loan me $10, saying I'd pay him back later. Boy, was I surprised when he came home with four packs and told me they'd cost over $11. I was steamed. How could the price have gone up already? Then later on, I went to get some more packs. The price had gone up to $3! Who can afford this?

Now don't get me wrong, I love *Magic*. I've played it since the fourth grade, and I'm always excited when a new expansion comes out. But I seriously think that Wizards of the Coast may go out of business if they don't lower their prices.

Greg Tripp
Cumberland, ME

It's all relative, pal. A pack of Magic still costs less than, say, lunch at Taco Bell. And it tastes better too.

Boys vs. Girls

Are there a lot of female *Magic* players? For that matter, are there very many players of any CCG who have only the X chromosome? I know one girl who actually plays. And I saw two at a tournament once. But they are the only ones I can come up with.

Jason Visentin
Manhasset, NY

What're you talking about? I see female CCG-ers all over place. Are you sure you know what they look like? Kinda round and lumpy?

In the article about Ken Meyer Jr. ["*InQuest* Profile," *InQuest* #18], you misspelled a word. [What else is new?] The town in Puerto Rico is Isabela, with just one "l" instead of two.

Don't worry. Even with mistakes like this, your mag is still the best. Because I live in Puerto Rico, it's been difficult to find *InQuest* anywhere. At least, it used to be until I convinced the owner of the store where I buy my CCGs to carry it. He now saves a copy for me every month.

By the way, there's nothing wrong with girls liking your magazine. *InQuest* is NOT just for guys!

Wanda-Ivelisse Gonzalez
Moca, Puerto Rico

According to a recent survey conducted by yours truly, the readership breaks down like this: 72% male, 21% female, 7% undecided.

Design Department

Here's a *Magic* variant that makes multiplayer games more fair. It's called "Vendetta."

Each player begins the game as usual, and nothing is different until one player attacks another. Once attacked, a player may only attack the attacker until the attacker is dead. In other words,

Blast From the Past

A look at *InQuest*'s favorite classic games...

Cosmic Encounter

ORIGIN: Eon Products, 1977

DESIGNERS: Bill Eberle, Jack Kittredge, Bill Norton and Peter Olotka

TYPE: Board game

CONCEPT: Each player represents a different race of alien beings trying to conquer the universe by establishing five bases in other players' planetary systems. Players engage in diplomacy, play combat-related cards and use special powers that change the rules of the game.

LEGACY: *Cosmic Encounter*'s influence can be seen in nearly every CCG on the market. Its free-wheeling, back-and-forth card duels form the foundation for collectible card games like *Magic*, and everything from *Arcadia*'s character cards to *Middle-earth*'s wizards has roots in *CE*'s alien races with their distinct powers. *CE* also pioneered the idea of expansion sets; the original edition had nine!

AVAILABILITY: The original game is out of print, but the revised editions, *Cosmic Encounter* and *More Cosmic Encounter*, are available from Mayfair Games (Boxed, $35 each) along with an introductory version called *Simply Cosmic*. Upcoming *CE* products include the *Cosmic Navas* expansion (90 cards, $15) in early '97 and a large-scale expansion called *A Bit More Cosmic* later in the year. There's also talk of a second edition release to follow.

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MAGIC: The Creations

The fan who invented the best Magic card this month wins The Abyss *Magic* card signed by Pete Venters and three different foreign edition *Magic* packs! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

ZEPHENIUS

Dawn R. Anderson, Auburn, AL

THE DOMINIAN GAMES

Kylie Iofredo, Cleveland Heights, OH

The Dominian Games
Enchantment
During your upkeep place a medal counter on the creature with the highest power of all creatures in play of the same color. The controller of that creature may sacrifice a counter at any time to draw a card. Wait 4 turns and repeat the process.
Wars often cease for the sake of friendly competition, though the butchery is soon resumed by sore losers.
Illus. Kylie Iofredo

To enter, send an original *Magic* card no bigger than 8-by-11-and-a-quarter inches (use an existing *Magic* card and just glue on new art and stuff if you want) to:

Magic: The Creations
c/o *InQuest*
151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS!

- Sean Robert Cannon of Lafayette, Ind., is the winner of *InQuest* #16's "Dawn of the Dark Age" contest. Whuzzat mean? It means he gets his artwork on a card in FPG's upcoming *Dark Age: The Brood* CCG, that's what! He'll also get a box each of *DA:TB* starters and boosters and an art critique by the Cezanne of creepy himself, Brom!
- No, Cthulhu didn't win the election this year...but Cliff Ackman of Harrisburg, Penn. did win our "Vote for Cthulhu" contest from *InQuest* #18. He'll get boxes of *Mythos* boosters, a *Mythos* T-shirt, a "Cthulhu For President" campaign kit and the envy of demonic servants everywhere!
- Jim King from Cazenovia, N.Y., won a box each of Mirage starters and boosters in *IQ* #18's "Mirage" contest!

once Player A attacks Player B, B may only attack A until A is gone. And once B responds by attacking A, A may only attack B until B is gone.

If a player is attacked by two players, that player may attack either or both of his opponents, though he may not attack a fourth player until both other opponents are dead (assuming the fourth player doesn't attack him).

An attack is defined as dealing damage, targeting an opponent's permanent with a spell or an effect or forcing a card into the graveyard. Countering a spell targeting you or one of your permanents is not an attack. Defending yourself with creatures or preventative effects are not attacks. (Disenchanting a Control Magic on a creature you own, for example, is not an attack.)

If you deal damage to yourself, you do not have to kill yourself.

Jeff Till
Amherst, NY

The InQuest staff uses essentially the same rules when we Jell-O wrestle.

Here's an unnamed game of skill that'll help you get new cards. You and a friend sit in a room adjacent to your bathroom. Each player antes a card. You then take turns catapulting army men into the bathroom with a bent coat hanger. The first person to bank three soldiers off the wall and into the toilet wins the cards.

Josh Kravik
Casper, WY

Don't forget to flush before you start.

Combo Loco

In issue #18, you had a Crown of the Ages and Control Magic vs. Autumn Willow combo. Obviously, whoever was responsible for this idiot combo didn't bother to read all of the Crown of the Ages text. Sure, the Crown can switch Control Magic to another creature, but not to Autumn Willow. You said: "This works because the Crown only targets the enchantment, not the creature to whom it's being given." Wrong. The Crown text says: "The enchantment's new target must be legal." The Autumn text says: "Cannot be the target of spells or effects." We all know that Autumn wouldn't stoop so low as to be controlled. You guys need to make sure your combos actually work before you print them.

Doug Owens
Sedro-Wolley, WA

Here's the answer from our official Magic *guru, Beth Moursund:*

"InQuest has made some mistakes—I'm still ribbing them over the Lord of Tresserhorn blunder, and still taking grief over my "Stumpers!" answer that had someone untapping something with an Icy Manipulator—but the one about moving enchantments onto Autumn Willow is correct. At the time you're moving the enchantment, it's a permanent, not a spell or an effect, so Autumn's ability doesn't apply. The new Mirage *rulebook even has a specific mention of this on page 56, because it's confused so many players."*

InQuest-ions

1. Could you have a "Design a Rage Card" contest?
2. Will there ever be a Sailor Moon CCG?
3. On almost all of the covers of "Star Wars" books, Luke looks sick. How come?

Sarah Stuewe
Toronto, Ontario, Canada

1. We'll chew on it.
2. You gotta be kidding.
3. Wookiee gas.

1. If another assnut writes to your mag saying the Foglios suck, they better lay low for a while. Their art is definitely different, but it offers a comical perspective. Remember, if you're dissing the Foglios, you're dissing their art. Are you saying Mishra's Factory, Millstone, Killer Bees and Eureka suck?
2. In "Stand and Deliver" ["InQuisition," *InQuest* #19], you say that Pluto can use a urinal. How exactly does he do this?

Garrett A. Long
Salisbury, MO

1. Did you say "assnut"?
2. The same way as Mickey.

Meow

In issue #17, Rick Swan mentioned something about cleaning Cow Nose's litter box. I just wanted to say that Cow Nose is a killer name for a cat.

Mike Dornberg
New Smyrna Beach, FL

Coincidentally, Cow Nose is also the middle name of Madonna's new baby.

Speaking of Madonna, it's my turn to baby-sit, so I gotta split. Keep those letters comin', and we'll see ya next month!

Rick Swan

Shirtless Rick Swan will be featured in the next Mythos expansion, Creatures Too Scary For Hell.

Send yer letters to **InQuestMag@aol.com** or:

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- OverPower (Marvel/DC)
- Gridiron Fantasy Football
- Rage (chase cards)
- Dragon Dice (all sets)
- Heresy: Kingdom Come
- Our single card lists just keep growing and growing! For a complete list call for our free winter catalog.
- We recently added singles for Legacy of the Tribes, Necropolis Park, Empire Strikes Back: Hoth, Anvil of Despair and Dragon Dice: Swamp Stalkers.

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VISIONS

Visions, the first expansion set for Mirage and the 10th expansion for Magic, will be coming out in January 1997. Visions brings over 160 new cards to the world of Magic. This expansion will be designed by the same team that brought you Mirage. If this is any indication of what we should expect from Visions, then we know it's going to be awesome! Visions will be sold in 15-card booster packs and 36 packs per box. We are taking pre-orders for boxes. Order today!

DICEMASTER

This collectible dice game combines strategy, roleplaying and of course luck into an epic game where you race from city to city uncovering ancient mysteries. Available in 32-die basic set called **Cities of Doom** and 8-die booster boxes called **Doom Cubes**. A two player basic set is also available so you and a friend can unlock the mysteries right away!

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IQ news

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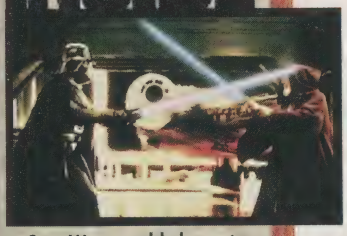
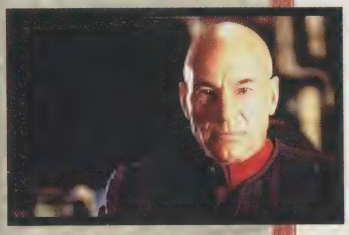


Star Wars world championship. Page 14.



Decipher gets "First Contact," "Deep Space Nine" licenses. Page 15.

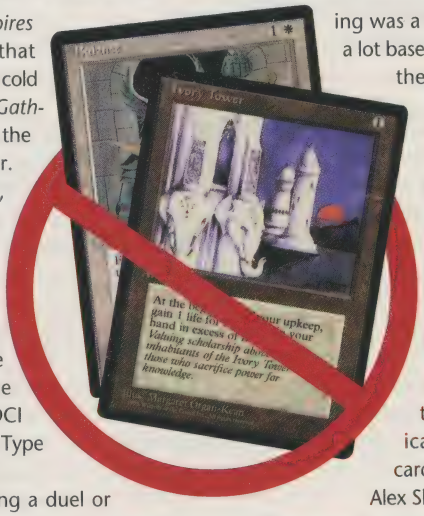
Aliens vs. Predator collectible card game due in mid-'97. Page 15.

PLUS:

- West End does *Star Wars*
- TSR plans new *AD&D* rules CD-ROM
- *Middle-earth* world championship coming soon

Magic Type II Restricted List is Banned

Ice Age and *Fallen Empires* aren't the only cards that have been left out in the cold for Type II *Magic: The Gathering* tournaments with the coming of the new year.



As of Jan. 1, 1997, the Duelists' Convocation International moved all of the cards on the Type II restricted list to the Type II banned list and discontinued the Type II restricted list. In the future, any cards the DCI deems too powerful for Type II play will be banned.

"The ability to swing a duel or match by drawing or otherwise playing a restricted card introduces a much higher element of chance into the tournament environment than is appropriate for an intellectual sport," explained DCI head Jason Carl. "Eliminating the restricted list reduces the randomness factor."

The decision removed Balance, Black Vise, Ivory Tower, Land Tax and Strip Mine from Type II tournaments, which allow only cards from recent *Magic* sets. *Fallen Empires*' Hymn to Tourach and *Ice Age*'s Zuran Orb, also on the restricted list, were previously scheduled for removal from Type II ("*Magic: Fallen Empires*, *Ice Age* Exit Type II Tourneys," "*IQ* News," *InQuest* #21).

Although no deck required the restricted cards, almost all decks were enhanced by them.

The decision drew mixed reactions from *Magic* players. Some feel it justified and are glad to see powerful cards like Balance and Ivory Tower removed from the environment. Others disagree with the DCI's decision.

1996 U.S. National Champion Dennis Bentley believes the change was unnecessary. "The ruling was a bit extreme. The game has a lot based on luck. Just like any sport, there is a luck factor. Why take *that* portion of the luck factor out?"

Greg Keilar of Rochester, N.Y., isn't worried. "I think it's great," opined the long-time tournament competitor, who has seen several changes to *Magic*'s banned and restricted lists. "Now people will have to put more thought into deck construction instead of just automatically throwing in the power cards."

Alex Shvartsman, a network administrator and seasoned *Magic* veteran from Brooklyn, N.Y., believes that the banning of the cards will have a significant impact on the Type II environment. "It's going to change Type II more than the removal of *Ice Age* and *Fallen Empires*. There are no longer any reliable means of gaining life every turn. We're going to see a lot more aggressive burn decks."

Bentley disagrees, even though the banning hurts the popular Armageddon-based decks, which used up to six formerly restricted cards. "I don't think that it's that big of a change. There are no deck designs out there which had to have [the restricted cards]. The Armageddon deck is going to be just as good."

Whether the changes have a limited impact, as Bentley predicts, or promote a more intellectually challenging tournament environment, as the DCI and Keiler hope, one thing seems certain: Players will no longer be able to claim that they lost because their opponents were lucky enough to draw clutch restricted cards.

—Jeff Hannes

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Star Wars World Championships

Michael Mikaelian (left) at the *Star Wars* worlds

Photo courtesy of Decipher

Editor's Note: *Michael Mikaelian of Brooklyn, N.Y., author of InQuest #20's "Killer Decks II" Yavin 4 Counterstrike deck for Star Wars, qualified to play in the Star Wars: Customizable Card Game world championships Dec. 7-9, 1996, at the Vail (Colo.) Cascade Hotel and Club. He filed this report after completing the hyperspace jump back home.*

It was snowing when I arrived on Hoth.

Most people think of Colorado as, well, Colorado. Not Decipher, to whom Colorado is the ice world of Hoth from George Lucas' "Star Wars."

Thirteen of the 38 competitors were stranded on the road for five hours while safety workers conducted avalanche control above the Vail Pass—the only road between Denver and Vail—but even the wintry weather the Friday night before the tournament started didn't prevent everyone from arriving in time. (But why aren't the snowspeeders ever ready when you need 'em?)

The championships began Saturday morning with two-player matches. Competition was stiff: Many of the world's top 20 *Star Wars* CCG players were there. In the first round, my opponent was Joe Alread, whom I'd defeated in the finals of the Gen Con *Star Wars* tourney. Joe's X-Wings knew A Few Maneuvers, and every time we battled, I lost half of my forces. Joe ended up squeaking out a three-Force (three-card) victory, thus avenging his earlier loss to me.

After each match, point totals (two for a win, one for a tie, none for a loss) and Force differentials were totaled, and each player was assigned a new opponent with similar ratings. Everyone was friendly, I noticed: Players wished one another luck before each game and congratulated opponents afterward for putting up a good fight.

My second opponent was Rusty Zion. Every time he tried to block my Force drains, my Jawas manhandled his spies. I surprised the Empire by hitching a few rides with Nabrun Leids ("Game Breakers," *InQuest* #20), and Obi-Wan said Sorry About the Mess en route to my five-card victory.

When the day was done, my earlier opponents had finished in the top 12—Joe ranked first, in fact—and advanced to Sunday's finals. Me? I came in 29th (hey, somebody had to!).

Sunday's competition started at 9 a.m. with random pairings. It ended up coming down to a championship match between Norwegian Bjorn Sorgjerd and Canadian Raphael Asselin.

In the first of two games, Sorgjerd, playing the Dark Side, used Darth Vader and Grand Moff Tarkin to coordinate guerrilla tactics on Tatooine. Mosep, a very annoying Dark Side alien, was effective against Asselin's all-space deck. Asselin was forced to discard Obi-Wan from the top of his deck, and Sorgjerd continued to a nine-card win.

In game two, Asselin deployed an intimidating fleet of Imperial Star Destroyers and used Scanning Crew to survey Sorgjerd's hand. Before long, Asselin's ships were draining his opponent's Force at every system on the table. Sorgjerd's attempt to control the surface of Tatooine was crushed by the Star Destroyers.

After the *Millennium Falcon* was destroyed with all hands aboard, including Han Solo, Sorgjerd said, "It is a dark time for the Rebellion." Realizing that Asselin would win and that the championship would come down to a two-game Force-differential tie-breaker, Sorgjerd attempted to reduce Asselin's Force to nine or less.

But when the Light Sider succumbed, Asselin had enough to claim the championship.

His prize: a plaque and an all-expenses-paid trip to Tunisia, including a visit to the remnants of George Lucas' Mos Eisley Cantina and Lars homestead film sets from the original "Star Wars."

—Michael Mikaelian

1996 *Star Wars* World Championship Finalists

The following 12 players qualified for the *Star Wars* world championship finals after action wrapped up on Saturday, Dec. 7, 1996.

PLAYER	HOMETOWN	MATCH POINTS	FORCE DIFFERENTIAL
Joe Alread	Libertyville, IL	14	99
Kevin Reitzel	Santa Barbara, CA	14	54
Raphael Asselin*	**Lachenaie, Quebec**	**12**	**94**
Paul Todd Feldman	Turlock, CA	12	91
Dennis Shea	Long Beach, NY	12	62
Brent Johnston	Kamloops, British Columbia	12	20
Rusty Zion	New Smyrna Beach, FL	10	81
Maarten Logghen	Heverlee, Belgium	10	74
Bjorn Sorgjerd†	**Trondheim, Norway**	**10**	**54**
Greg Hefner	Louisville, KY	10	45
Sergio Domenech	Madrid, Spain	10	41
Wayne Martinez	Plano, TX	10	25

* 1996 *Star Wars* world champion
† 1996 *Star Wars* world champion runner-up

Decipher Gets "Star Trek" Licenses

Viacom Consumer Products has licensed the collectible card game rights to "Star Trek: The Next Generation," "Star Trek: First Contact," "Star Trek: Deep Space Nine" and "Star Trek: Voyager" to Decipher. The rights, which include any films based on those properties, run through the end of 2000. New card sets based on this deal should all be compatible with Decipher's *Star Trek:The Next generation Customizable Card Game.*

The next *Next Generation* CCG expansion may be based on "First Contact."

The deal's announcement came approximately one year after Decipher Chairman and CEO Warren Holland publicly skewered Paramount, a unit of Viacom. Holland's letter, widely distributed on the Internet, accused Paramount of delaying approval of the first expansion set for the *ST:TNG* CCG and demanding a bigger licensing fee than was originally agreed upon.

"Paramount does not care about customers. They are driven only by power, money and greed," Holland wrote. Decipher later announced that it would cease making the *The Next Generation* CCG once the license expired at the end of 1997.

All this changed, however, after four months of secret talks. "Ninety percent of this new deal with Paramount is due entirely to the fans," Decipher Marketing Director Matt Mariani said. "The fans...pushed, and didn't want to see their game just go away."

Mariani said it hadn't been easy to initiate talks with Paramount, but now that the deal is official, the relationship between the two companies has never been better.

"We're on the phone with them every day, asking about designs and stuff for 'Deep Space Nine' and 'Voyager,'" he said. "We've both agreed to put our bad history behind us. Paramount realized that if they wanted to continue to make a name for themselves in CCGs, we were the company to go with, rather than SkyBox, who's first and foremost a trading card company."

Fleer/SkyBox International holds the rights to the CCG based on the original "Star Trek" TV series, which it will continue to make. It had no comment about the new licensing agreement.

On Decipher's Web site, Holland explained that Decipher can use characters from the original series who appear in "DS9" or "Voyager" episodes like "Trials and Tribble-ations" and "Flashback." He added that "Voyager" cards will be playable with other cards, despite the show's distant locale.

The deal throws Decipher's 1997 release schedule into flux. "Our designers were watching 'First Contact' with notebooks in hand," Holland said. The first product under the new deal may be a "First Contact" expansion set in early '97.

The currently planned *Next Generation* expansions, *Holodeck Adventures*, *All Good Things...* and *The Fajo Collection*, will all be rescheduled.

—Matt Brady

Aliens Land at HarperPrism!

Aliens, Predators and *Imajica*. Oh my.

That's what HarperPrism hopes consumers will say in August 1997 when it releases *Aliens Predator*, a science fiction CCG built around two of the movies' most popular and deadly extraterrestrials, and *Imajica*, a CCG based on the 1991 dark fantasy novel by Clive Barker.

HarperPrism will be the first major book publisher to release a collectible card game. In spite of intense competition within the CCG market, HarperPrism Director of Product Development Mike Campbell says the company isn't too worried.

"The move is really a natural for us because of our unique position. We hold the license to publish books on *Magic: The Gathering*, and that experience has given us familiarity with the gaming market," Campbell said. "And as a publisher, of course, we already have distribution channels in place to get the games out there to people."

In *Aliens Predator*, players represent one of three species. Predators are smart and deadly, natural hunters, while Aliens are driven to destroy anything that threatens their hive. The marines aren't as tough physically, but they're smart—and they have really cool weapons.

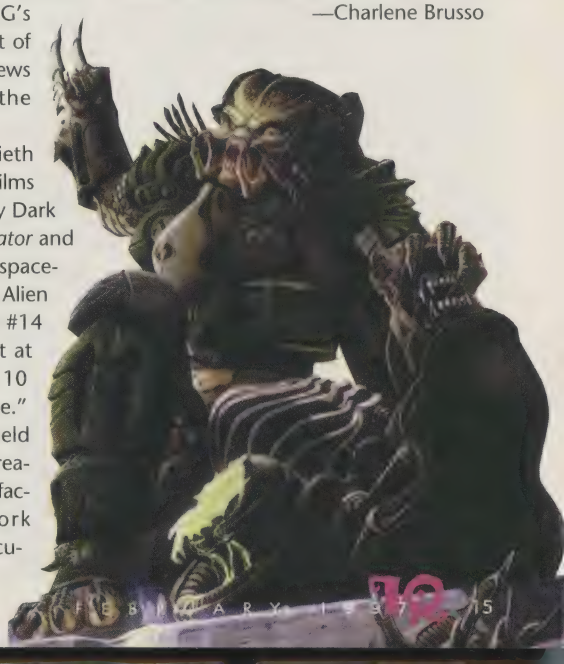
The basic game is designed for multiplayer play, but there are also rules for two participants. Starter decks of 60 cards will sell for $8.95; booster packs of 15 should sell for $2.95. Each card is illustrated with a still photo from one of the six films—yes, six, as the CCG's release will coincide with that of "Alien Resurrection." (See "News Bites" for more details on the movie and book tie-ins.)

This game linking Twentieth Century Fox's futuristic fright films was foreshadowed in 1990 by Dark Horse Comics' *Aliens vs. Predator* and in "Predator 2," in which the spaceship's trophy case featured an Alien skull. More recently, *InQuest* #14 listed *Aliens vs. Predator* right at the top of "Hit List: The top 10 CCGs *InQuest* would like to see."

In *Imajica*, players will wield the powers and abilities of creatures from any of five different factions. The game's artwork promises to be pretty spectacular, and will include chase cards created from paintings by Clive Barker himself.

Imajica is designed for two-player or multiplayer games. The starter set will be sold as a double deck of 100 cards, so two can play immediately. Starter sets should cost $15; booster packs of 15 cards each will retail for $2.50.

—Charlene Brusso



IQ news

NEWS BITES

Geez pal, you really oughta have that looked at.

• Johan Berrum went to Turnhout, Belgium, as the Swedish sorcerer supreme and emerged the **1996 *Middle-earth* European champion**. His prize was a unique replica of Narya, the elvish ring from J.R.R. Tolkien's fantasy epic. The runner-up was Spaniard Mario Pei-Lun Shih, while Swede Mattias Thórukuist and German Wanja Hargens took third and fourth places, respectively. Approximately 12 national champions will advance to Oxford, England, where Tolkien once taught, at a Feb. 7-9, 1997, closed competition for the One Ring and the first *Middle-earth* world championship.

• The next ***Magic: The Gathering* Pro Tour** event is slated for the Hotel Queen Mary, Feb. 28 through March 2, 1997. A total purse of $180,000, including $150,000 in masters division prizes, will be at stake in the tourney, which will use decks of cards drafted from *Mirage* and *Visions*. For a report on the most recent Pro Tour in Dallas, turn to "Pro Tour V" on page 70.

• *Legend of the Five Rings*, the collectible card game originally released by Alderac Entertainment Group and sold to Five Rings Publishing Group in mid-1996, is about to become ***Legend of the Five Rings*, the roleplaying game** licensed by Five Rings Publishing Group to Alderac Entertainment Group. The first release, a core rule book, is due from AEG in late March. (FRPG will continue to publish the CCG.) There will also be a gamemasters set, clan sourcebooks and boxed campaign sets with additional rules and exposition.

• ***Star Trek: The Card Game*** players can now phone Fleer/SkyBox International with rules questions. Just call the **customer support** line at (888) PHASER1 or (888) 742-7371 and leave your name, phone number and question; you can expect an answer from Fleer/SkyBox by 6 p.m. Eastern time the following business day. Fleer/SkyBox claims that the service for its *OverPower* CCG, (800) OP RULES, receives approximately 30 calls a day.

Fleer/SkyBox laid off about 30 employees in December 1996 but claimed that the **staff reduction** wouldn't affect consumers. "Any recent events here will have no impact whatsoever on any delays or canceling or anything. We will be producing all products on schedule, on time, as has been our plan from the get-go," a Fleer/SkyBox employee stated. "Consumers will see no impact on product."

• The National Air and Space Museum will host an **exhibit of** 250 **"Star Wars"** models, props, costumes and paintings beginning in November 1997. C-3PO, R2-D2 and an Imperial stormtrooper are already there to entice viewers. A 1992-93 "Star Trek" show at the Washington, D.C., museum drew nearly 900,000 visitors.

Hasbro is previewing new 12-inch **"Star Wars" figures**. Look for Boba Fett, Chewbacca, Lando Calrissian, Princess Leia, Tusken Raider, Imperial Stormtrooper and Luke Skywalker in Bespin and X-wing gear.

Hasbro's new line of ships with lights and sound chips should include the **Imperial star destroyer** and **Corellian corvette**.

• **"The Whole Wide World,"** the movie about the creator of Conan the Barbarian that opens nationally in January 1997, has been generating critical acclaim at film festivals. Renee Zellweger ("Jerry Maguire") in particular has been winning plaudits for her performance as a West Texas teacher involved with tortured writer Robert E. Howard.

Sam Neill ("Jurassic Park," "The Hunt for Red October") and Laurence Fishburne ("Othello," "What's Love Got to Do With It") are filming **"Event Horizon"** with director Paul Anderson ("Mortal Kombat"). The Paramount science-fiction horror thriller, due in mid- to late 1997, centers on a salvage effort aboard a prototype spaceship.

When last we saw **Flash Gordon**, Hearst Entertainment was celebrating the classic science-fiction hero's 60th birthday with a flashy animated TV series and toys from Playmates. Projects in the early stages include a comic book, trading cards and a movie. Young Hollywood hotshot Jessie Alexander has replaced Steven De Souza ("Die Hard" and sequel) as the scriptwriter.

Mark Lenard, who played Spock's father and other "Star Trek" characters, died in November 1996 at the age of 68.

Zen Intergalactic Ninja, the blue-skinned defender of virtue, is gonna be in pictures. His movie starts production early in '97.

• Production on **"Alien Resurrection,"** is under way. Winona Ryder plays an android and Sigourney Weaver is back as Ripley...who died at the end of the last movie. Twentieth Century Fox won't explain exactly how the character returns, but says that Ripley and the alien she had carried have both been changed by their resurrection. Ripley will be hooking up with pirates in this fourth entry in the series.

HarperPrism plans a "making of" **book**, a script book and a postcard book for August, in conjunction with the movie's release. See page 15 for news of HarperPrism's *Alien Predators* CCG.

• The **"Star Trek"** marketing juggernaut rolls on, and Playmates Toys will remain one of the chief engines thanks to a licensing renewal with Viacom Consumer Products. The spring 1997 lineup, which will be previewed next month at the American International Toy Fair in New York, includes "First Contact" Borg and *Phoenix* ship models.

Continued on page 17

West End Does *Star Wars*

To capitalize on the re-release of "Star Wars," West End Games has announced a new publishing schedule consisting exclusively of *Star Wars* roleplaying products through the first quarter of 1997. The special edition of the movie trilogy will debut in theaters Jan. 31 and will run through late March.

According to Vice President Richard Hawran, the rescheduling was simply a good business decision. "Some things do better for us than others, and *Star Wars* leads the pack, so it only made sense to concentrate on new *Star Wars* material when the trilogy comes out again."

Hawran declared that, contrary to rumor, West End will retain its other product lines and will continue to support *Tales of the Crypt, Indiana Jones* and *Necroscope*. In April, West End will release the *Men in Black* world book, based on the Will Smith/Tommy Lee Jones alien conspiracy motion picture due next summer. By then, Hawran added, West End should be ready to announce another "big new product," though he wouldn't hint what.

West End Games has also laid off two senior staff, art director Steven Crane and senior editor Greg Farshtey, in a cost-cutting move that Hawran says reflects tough times in the roleplaying games industry. Hawran emphasized that the layoffs of Crane and Farshtey had nothing to do with their ability or their work for the company, and noted that "most of the other publishers have done a lot more [staff-cutting] than we have."

—Edward Willett

1997 West End Games *Star Wars* Releases

Early '97 West End products include:

January: Rebel Troop Pack. Twelve miniature Rebel troopers. $19.95.

February: *Pirates and Privateers*. This 128-page supplement provides all the information needed to run a privateer campaign, including new character templates, equipment, ship modification guidelines, gamemaster characters and a detailed index to pirate organizations, ships and shadowports. $18.

Rebel Tauntaun Patrol. Miniatures of one tauntaun and one Rebel Alliance rider. $9.75.

March: *The Star Wars Introductory Adventure Game*. A boxed set geared to newcomers to roleplaying games, this has everything new players need to create their own *Star Wars* adventures: rule books, cardboard figures, character templates, maps and dice. $19.95.

No Disintegrations. A 96-page collection of adventures for bounty-hunter characters. $15.

—Edward Willett

MAGIC UPDATES

• **Rule Change:** Many cards say "When this card comes into play, do *A* or do *B*." These are now treated as a cost of coming into play, and none of the permanent's abilities can be activated until this cost has been paid and resolved. This means that it's no longer legal to play a Kjeldoran Outpost, choose not to sacrifice and then tap it for mana before it hits the graveyard. Cards without the "or do *B*" part, such as Kjeldoran Dead, are not changed by this ruling.

• **Rule Change:** Cumulative upkeep effects now use counters to keep track of the cost. Each time you pay the upkeep, you add one counter. This means that you can't "reset" the upkeep by fiddling with the card. For example, if you have a Glacial Chasm that has been out for three turns (for which you've paid two upkeeps and added two counters) and you change it to a Swamp with an Orcish Farmer, the land's next upkeep when it reverts to Glacial Chasm status will be six life. In the past, turning Glacial Chasm into a Swamp would return the upkeep to two life.

• **Rule Change:** If a targeted upkeep ability fizzles, you don't have to do it over again. For example, if during upkeep your Erhnam Djinn gives forestwalk ability to a White Knight and then in response you Unsummon the Knight or Sleight it to protection from green, the forestwalk effect will fizzle. Under the old rulings, the Djinn's ability would still be considered unused, and you'd have to give forestwalk to a different creature.

—Beth Moursund

New *AD&D* Rules CD-ROM Planned

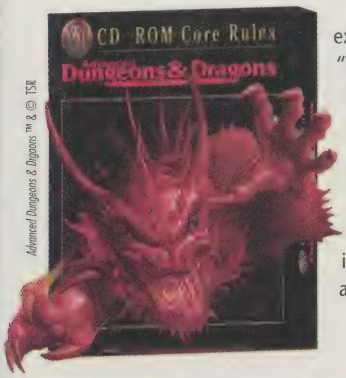
TSR is developing a new *AD&D* rules CD-ROM. This follow-up to the critically acclaimed core rules CD-ROM released in mid-1996 will focus on skills and powers rules. The sequel is expected in stores in late '97 and should be priced around $70.

"The new disc will include all the supplemental rules, the *Players Handbook Reference Guide* and hypertext functioning," said TSR Director of Creative Services David Wise. "We'll also be including all the player and dungeon-master option books, an upgraded map-maker and *Monstrous Annual* volumes one through three."

The rule books on the disc will come in hypertext, which much like a World Wide Web page allows readers to jump from a page on, say, combat to a page on armor by clicking on highlighted words. The rules will also come in rich text format, which can be imported, viewed, changed and printed out by standard word processing programs.

Another feature will be a sound bank of various dungeon and dragon sounds, Wise said. "You can set up your computer to replace your beep with the roar of a dragon or the clanging of swords."

The disc will also include an instant NPC generator that creates multiple enemies at once and a castle- and town-building program.



Advanced Dungeons & Dragons ™ & © TSR

The first CD-ROM was extremely successful, Wise said. "We sold through all the [hundreds of thousands] copies that we got in."

The new CD, which will require a PC running Windows 95, was developed by Evermore, a Madison, Wis., company, with input from TSR's Wise and Creative Director Steve Winter.

—Ethan J. Rasiel

NEWS BITES

Continued from page 16

Other spring 1997 products from Playmates: 5-inch **action figures** of mutated Tom Paris, Gorn captain, Cardassian Seska, Capt. Kirk in environmental suit, goateed Capt. Ben Sisko, Mugatu, Professor Data (from "All Good Things...") and two versions of Beverly Crusher. There will also be 9-inch figures of Lt. Hikaru Sulu, Q in judge outfit, Lt. Jadzia Dax, Capt. Sisko with goatee, Ensign Pavel Chekov, Chief Miles O'Brien and a Romulan commander.

Playmates lists the Romulan Bird of Prey and Capt. Pike's laser pistol as accessories due in early '97. It also hints that some "Star Trek" **games** will be unveiled at Toy Fair.

Tom Clancy's NetForce, set in the near future, is named after the elite Neuro-Engineered Tactical Force, an elite FBI division that fights high-tech evil. The master toy and game license for the property belongs to Playmates, which plans to introduce the line at Toy Fair.

Playmates will also showcase new **"Space Jam"** and **"Teenage Mutant Ninja Turtles"** products (the company says there's something brewing with the latter) at Toy Fair.

• **Alan Dean Foster's latest novel**, out January 1997, is called *The Howling Stones*. It returns to the Humanx Commonwealth setting of Foster's Pip and Flinx novels, "Icerigger Trilogy" and other books (352 pages, $23). Del Rey is also offering *Sky Trillium* by Julian May the same month ($13).

Ballantine is publishing a revised ***Comet***, co-authored **by Carl Sagan**, in anticipation of the expected bright fly-by of comet Hale-Bopp (500 pages, $16).

Soundtrack fanatics take note: Jerry Osborne's ***Official Price Guide to Movie/TV Soundtracks and Original Albums*** has more than 100,000 prices. The illustrated House of Collectibles offering is due in January (672 pages, $15).

HarperPrism's January publications include ***City on Fire***, a sequel to *Metropolitan* by Walter Jon Williams ($22); *Voyage*, an alternate history of America's space program by Stephen Baxter (23); and *Love in Vein II*, vampire erotica edited by Poppy Z. Brite ($12).

• **Magic Windows**, a 200-sticker set, can replace the art on your favorite cards. FPG-made 14-sticker packs should retail for around $1.50 starting in January.

• Mayfair Games' next ***Cosmic Encounters* supplement** will be out in January.

• Hasbro has updated two classic board games with CD-ROM releases. Both ***Battleship* and *Risk***, each priced around $40, have new wrinkles like network play and multiple world maps.

• Waddington's Games had two problems. The first was that the British company had no idea where to reach Anthony Pratt, the former law clerk who created ***Clue***, the murder-mystery board game, in 1947. The second turned out to be that Pratt died in 1994. According to the Associated Press, Waddington's is searching for next-of-kin to celebrate the 50th anniversary of *Clue* (or *Cluedo*, as the British call it), which has sold 150 million copies.

Fans Anticipate Next *Magic* Release

Visions, the next expansion for *Magic: The Gathering*, is slated for a late January 1997 release. (See "Seeing is Believing," page 26, for a *Visions* preview, and to your right for info on prerelease tournaments.) But how easy will it be for players to get their hands on the cards?

Judging by *Mirage*'s release last October, gamers will have a fairly easy time of it. Retailers, however, may have to scramble.

"We couldn't get the cards from our original distributor," said Richard Wilson of Galactic Games Emporium in Metairie, La., when asked about *Mirage*, the stand-alone *Magic* set that serves as prequel to *Visions*. "We bought from a mail-order retailer to get them." Other retailers also reported having to call several sources to get enough *Mirage* to satisfy customer demand.

"Our first allocation for *Mirage* wasn't anywhere close to our orders", said Neil Moore, general manager of Essex, a distributor. He noted that usually distributors stock up on product so they can ship it immediately when they receive an order from a retailer. With *Magic*, however, distributors merely pass on retailer orders to the publisher, Wizards of the Coast, which slows fulfillment.

Overall, the situation seems greatly improved since May 1995, when *Magic* Fourth Edition was initially released in quantities that frustrated eager distributors, retailers and customers. This may be because WotC had some *Mirage* cards printed in the United States (which in turn led to complaints about quality—see "WotC Dubs *Mirage* Printing Complaints Illusory," "*IQ* News," *InQuest* #21). Most *Magic* cards are printed in Belgium.

WotC declined to discuss its printing or distribution for this article.

—Rick Moscatello

Prerelease tournaments for *Magic: Visions* will be held on Jan. 11, 1997. For information or to register, call Wizards of the Coast at (206) 624-0933. Tournaments will be held in the following cities and countries:

Albuquerque, NM	Minneapolis, MN	Argentina	Japan
Anchorage, AK	Mountain View, CA	Austria	Mexico
Atlanta, GA	New York, NY	Belgium	Norway
Boston, MA	Orlando, FL	Brazil	Portugal
Chicago, IL	Salt Lake City, UT	The Czech Republic	Singapore
Cuyahoga Falls, OH	San Diego, CA	Denmark	Slovakia
Dallas, TX	Seattle, WA	Finland	South Africa
Denver, CO	St. Louis, MO	France	Spain
East Lansing, MI	Syracuse, NY	Germany	Sweden
Honolulu, HI	Toronto, Canada	Hong Kong	Switzerland
Houston, TX	Vancouver, Canada	Hungary	Taiwan
Las Vegas, NV	Washington, D.C.	Iceland	Netherlands
Lexington, KY	Wichita, KS	Ireland	United Kingdom
Lincoln, NE		Italy	
Los Angeles, CA			

ELECTRONIC IQ news

VIDEO GAMES, CD-ROMS, JUNK LIKE THAT

Fantasy Fun with Undermountain, Antara and Dominaria

Interplay plans a January 1997 release for ***Descent to Undermountain*** (PC: $50). Using Interplay's *Descent* engine, up to four players (via network) explore the huge Undermountain dungeon in TSR's *Forgotten Realms*. To get the most out of this game, you'll probably need a character capable of casting the Fly spell—there was nothing like barnstorming tunnels in *Descent*, and there's no better way to keep up with the flying monsters in this dungeon crawl...er, dungeon flap.

Sierra's *Betrayal in Antara* (top) & Blue Byte's *Archimedean Dynasty*

Sierra's *Betrayal at Krondor* was a fantasy roleplaying game that played like a novel. There's more of the same afoot in the sequel, ***Betrayal in Antara*** (PC: $45, January). To complete your humble quest to save the corrupt, decadent Antaran Empire, your character must master political intrigue as well as the usual adventurer skills of spellcasting and swordplay. You can't progress to the next part of the adventure until the current one is completed, preventing the frustration of being unable to win because you didn't pick up some trivial item in the first five minutes of the game. With the focus on story over programming, the game design is unchanged, meaning players should work on their magic skills: Most battles in *Krondor* ended when someone cast the "paralyze everyone" spell.

Dungeon Keeper (PC: Electronic Arts, $60), first announced for December 1995, is now expected in January 1997. Sure, it'll have awesome first-person graphics (surpassing even *Quake*'s!), but what should make this game worthwhile is the prospect of being the bad guy and sending out minions to kick the bejeezus out of swarms of pesky adventurers trying to infest your dungeon.

MicroProse's ***Magic: The Gathering*** CD-ROM isn't due until February 1997 (see "Electronic *IQ* News," *InQuest* #21), but the company has released a demo that fans can download from www.microprose.com.

Beware of similar packages, gamers: You need *Civilization II* to use MicroProse's new supplement, ***Sid Meier's Civilization II Scenarios*** (PC: $35, November). In addition to new scenarios, this has a scenario-building program that lets you change the game's rules. The best new feature: Adjust the passage of time so a scenario can take place in one era of history—no longer must it take 150 years to drag a catapult from Rome to Carthage! However, such "timely" changes seem to slow the march of science down to a crawl.

Archimedean Dynasty (PC: $45, December), Blue Byte's first real action games, is more than just another submarine combat game. There's a strong adventure game component here: Your best chance of winning is talking to everyone at every opportunity. This may be the last new game that runs better in MS-DOS than it does in Windows 95.

Interplay has delayed ***Starfleet Academy*** until April (PC: $50). This is a space-combat sim in the tradition of *Wing Commander*, although there are lectures by Kirk (Interplay only has classic "Trek" character rights) and some peaceable missions like terraforming and diplomacy. A modem connection lets gamers fight each other with Birds of Prey or any class of *Enterprise*.

—Rick Moscatello

Betrayal in Antara™ & © Sierra. *Archimedean Dynasty*™ & © Blue Byte.

PLUGGED IN

Massaging Gray Matter

If you're looking for an East Coast tournament, check out Gray Matter at http://www.nground.com/graymatter/index.html. Regulars at the ultracool Neutral Ground game store/game club Web page are already familiar with this subsection, a useful guide for *Magic* road warriors.

Gray Matter currently serves New York City, Long Island, New Jersey, Boston, Philadelphia, New Haven, Conn., and Washington, D.C. It includes information about registration and prizes. With any luck, it'll continue to expand its listings.

Clean Your Hard Drive

Anyone who plays the game demo software polybagged in magazines or available on the net knows how quickly that stuff eats up space on a hard drive. Heck, *Quake* dominates a zillion megs alone.

It's a little-known-fact that even when you delete programs and games from your computer, certain hidden files remain. Quarterdeck's *CleanSweep* 3.0 is an advanced tool for deleting unwanted files and optimizing your hard drive. Not only is it powerful and versatile, it's also an easy program to use on your Windows-based computer.

The only problem is that the program takes up 13 megs of space. So, after you use it, uninstall it. For more info, log on to CompuServe and type GO: QUARTERDECK.

InQuest Online Update

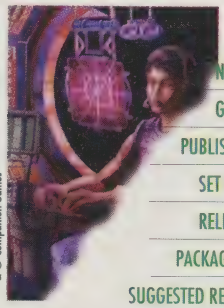
Come visit the new and improved *InQuest* Online area of America Online. The site features an improved graphical interface and some great new sections. Best of all, *InQuest* Online keeps you updated on the hottest news in the CCG world. You can reach *InQuest* Online at keyword: INQUEST.

—Buddy Scalera (WizardTGTC@aol.com)

ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

By Matt Forbeck



™ & © Companion Games

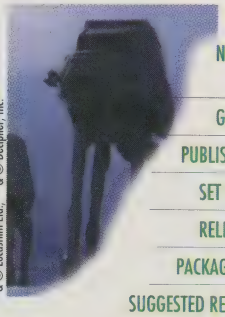
NAME: **Cyberspace**
GAME: *Galactic Empires*
PUBLISHER: Companion Games
SET SIZE: 205 cards
RELEASE: January 1997
PACKAGING: Five-card boosters
SUGGESTED RETAIL: 99 cents

Here's the Deal: The 11th expansion set for the *Galactic Empires* card game takes the players from the real world into a universe of electronic controls. This set introduces a whole new play area—cyberspace—from which the players can attack and take over opponents' ships and equipment. Learn all about this new adjunct to the *Galactic Empires* universe and take part in the Cybermage wars.

™ & © Chaosium

NAME: **Dreamlands**
GAME: *Mythos*
PUBLISHER: Chaosium
SET SIZE: 200 cards
RELEASE: January 1997
PACKAGING: 60-card starters; 13-card boosters
SUGGESTED RETAIL: $8.95 per starter; $2.95 per booster

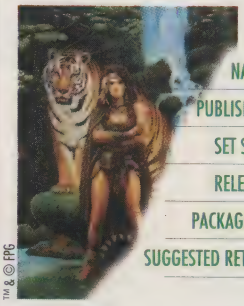
Here's the Deal: This all-new stand-alone expansion set for *Mythos* (based on H.P. Lovecraft's Cthulhu stories) takes place in the realm of Dreams, where anything that can be imagined, is. Explore new exotic landscapes, journey to the far side of the moon, and check out new monsters and artifacts that'll change the way you play the game. *Dreamlands* features artwork from Anson Maddocks, Mark Poole and Susan Van Camp.



™ & © Lucasfilm Ltd., ™ & © Decipher, Inc.

NAME: **The Empire Strikes Back Introductory Two-Player Game**
GAME: *Star Wars: The Customizable Card Game*
PUBLISHER: Decipher/Parker Brothers
SET SIZE: Special
RELEASE: January 1997
PACKAGING: Boxed set
SUGGESTED RETAIL: $20

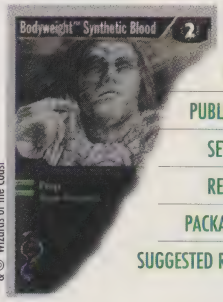
Here's the Deal: Parker Brothers releases the second in the series of introductory versions of the *Star Wars* CCG (one for each movie presumably). Each box comes with 120 cards comprised of two fixed, 60-card decks: one each for the light side and the dark side of the Force. Some less-powerful variants of popular characters are promised again. You also get a new rules sheet and a 15-card booster pack from one of Decipher's sets for the regular game.



™ & © FPG

NAME: **Magic Windows**
PUBLISHER: FPG
SET SIZE: Over 200 stickers
RELEASE: January 1997
PACKAGING: 14-sticker boosters
SUGGESTED RETAIL: Around $1.50

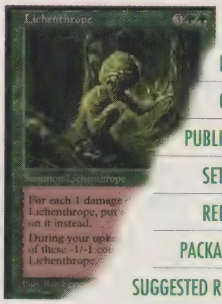
Here's the Deal: Ever get tired of looking at the same art over and over on your CCG cards? Just take one of these stickers and replace that tired, old artwork with something new. The stickers can be used with any game, but are coincidentally sized to fit perfectly onto *Magic: The Gathering* cards. Clue: Try these on your commons or uncommons, okay? This set features art by Brom, Larry Elmore, Ken Kelly, Don Maitz, Janny Wurts, Keith Parkinson, Charles Vess, Clyde Caldwell plus others.



™ & © Wizards of the Coast

NAME: **Netrunner: Unlimited Edition**
PUBLISHER: Wizards of the Coast
SET SIZE: Over 350 cards
RELEASE: January 1997
PACKAGING: Two 60-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $17.95 per double starter deck; $2.95 per booster pack

Here's the Deal: In *Netrunner* (based on R. Talsorian's *Cyberpunk* roleplaying game), you take on the role of either a hacker or a monstrous corporation in a near, dark future. (Starters come with a deck for each.) As the corp, it's your business to protect what you own in the form of information. As the hacker, it's your chance to take it all! The unlimited edition promises clarified card text and changes to confusing rules.



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NAME: **Visions**
GAME: *Magic: The Gathering*
PUBLISHER: Wizards of the Coast
SET SIZE: More than 160
RELEASE: January 1997
PACKAGING: 15-card boosters
SUGGESTED RETAIL: $2.95 per booster

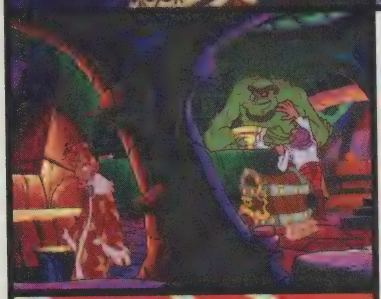
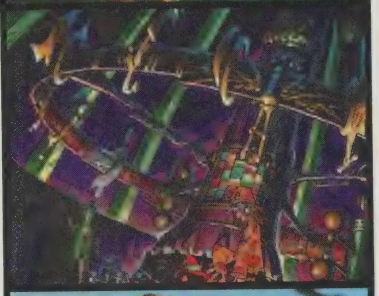
Here's the Deal: If you liked *Mirage* (the latest meta-expansion set for *Magic: The Gathering*), you're sure to like *Visions*. This new set adds all sorts of new cards to the *Mirage* set and can be used with *Mirage* alone or with any other *Magic: The Gathering* cards. *Visions* introduces cards (creatures and lands) that actually return to your hand after you've played them, adding yet another wrinkle to the game. Check out the cards at one of the pre-release tournaments (over 70 worldwide) if you get a chance.

Once upon a time,

in an enchanted kingdom,

there lived a big bosomed

lady and some gerbils.

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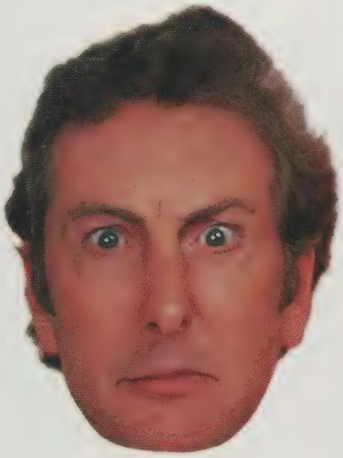

[Discworld II features the voice of Eric Idle, former star of Monty-something-or-other.]

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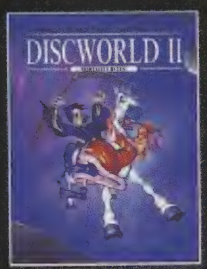

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The Sixth Color

Will purple be Magic's next color?

By Jeff Hannes and Mike Searle

Ever since the release of *Arabian Nights* was announced in the fall of '93, *Magic* fans have speculated about the introduction of a sixth color. Back when all *Magic* cards had black borders and Moxes were worth a buck apiece, players were convinced that *Arabian Nights* would unveil a new color...yellow. Loyal fans even had "inside information"—the new basic lands would be Deserts.

Well it turned out everyone was wrong and, by comparison, the actual Deserts were pretty disappointing. Three years and eight expansions later, fans are still waiting for that sixth color. When it comes, will it indeed be yellow? Are Deserts destined to return as the new basic land?

We don't think so.

The whole desert thing was covered in *Mirage*, not to mention that yellow is so bland. Who wants cards like Summon Tapioca Pudding? If Wizards of the Coast were to release a brand new color, it would have to be something radically different than the other five. Something like, oh say, purple...

Filling the Rainbow

Each *Magic* color has its own sphere of influence. Black focuses on necromancy and all things evil; blue is the magic of the mind and the elements of air and water; green is the color of nature; red is the color of chaos, destruction and the elements of earth and fire; and white represents healing and civilization.

So what's left? Well, shapeshifting creatures are very common in fantasy, yet they don't pop up much in *Magic*. And, while there have been some transformation spells in the other colors like blue's Polymorph and green's Giant Growth, the field of transmutation doesn't really fit into any one color, and it's big enough to warrant its own.

Of course, there's more to adding a new color than new cards. Like any good expansion, purple has a story-based theme. Purple's shapeshifting creatures are called the Finori, and they're from a world known as Theherin. When a Dominarian mage inadvertently opened a portal to Theherin, the Finori left their dying world in search of a new home.

However, the Finori cannot exist in their natural form on Dominaria. They have to bind themselves to physical objects—trees, rocks, even other creatures. This is a strength of the Finori, they're more easily summoned, but it's also a weakness; it makes them easier to kill.

Anchors Away!

Purple introduces a new game mechanic to the *Magic* environment—the creature ability of anchoring. When a creature with anchoring comes into play, you have to attach it to an artifact or land that you control. That permanent becomes an "anchor."

If either the anchor or the anchoring creature is destroyed, both permanents are buried. Any time an anchor becomes tapped, any creatures anchored to it become tapped as well. Similarly, any time an anchoring creature is tapped, its anchor is also tapped with no effect.

For example, if you had an anchoring creature attached to an Icy Manipulator and attacked with the creature, your Icy would become tapped. Same thing if you used the Icy—it would tap the creature as well. Simple enough, right? But, in an effort to avoid the need for excessive errata (that'll be the day), here are a couple of other clarifications for the anchoring rules:

- If an anchor leaves play, any attached creatures are buried.
- If a creature with anchoring leaves play, its anchor is unaffected.
- If an anchor phases out, any attached creatures phase with it.
- If two creatures are anchored to the same permanent, they are still considered two separate creatures. They attack and block independently of one another.
- If a creature you control becomes anchored to an opponent's permanent (a possibilty with certain spells and effects) your creature can no longer attack or defend, and your opponent's permanent becomes totally tied up. He can't use it for anything (of course, neither can you), but it can still be destroyed, removed from play, etc.

Purple Pros

Most purple creatures have the anchoring restriction, often balanced by a cheaper-than-average casting cost or a more powerful special ability. For example, the Finori Combatant is the base-line anchorer; it's a 2/2 purple creature with a casting cost of only one purple mana. There's also the Finori Vanguard, a 3/2 creature that doesn't tap to attack and which has a bargain casting cost of PP. The peaceful shapeshifters have their heavy hitters, too. The Theherin Enforcer is a powerful and loyal Finori guardian: a 5/5 creature for only four mana that can block up to two creatures! Although the Enforcer can only deal damage to one of the creatures he blocks, it's still a pretty powerful ability.

One of the biggest drawbacks to these creatures is the ease with which they can be killed. One well-placed Strip Mine can

Finori Doppelganger
3
Summon Finori
: Finori Doppelganger acquires all normal characteristics (including power and toughness) of any one target creature in play and loses all characteristics it had previously acquired in this manner. This ability cannot be used during combat.
1/1

Artwork © John J. Muth

wipe out both a land and a creature. And let's not even talk about the havoc an Earthquake can wreak! Fortunately, purple also boasts some strong defensive cards.

First, there's Transform, which can turn an artifact into a land or a land into an artifact. The targetted permanent retains its original abilities, but is now treated only as the new permanent type. If someone tries to Shatter your Icy Manipulator, you could Transform it into a land in response. This versatile spell can also be used offensively. Playing purple and black and need to get rid of a Winter Orb? Turn it into a land and knock it off with a Choking Sands!

Alosis the Chosen
Summon Legend
Anchoring
During your upkeep, you may move Alosis to another target non-enchantment permanent you control.
The permanent Alosis is anchored to cannot be the target of spells or effects.
3/4

Artwork © 1995 Alan M. Clarke. Courtesy of Kitchen Sink Press.

Another defensive card which will surely find its way into tournament decks is Maenar's Reach. This purple enchant world basically counters ALL mass destruction spells. Armageddon? Not any more...

It's also possible to anchor several creatures to one permanent. Why would you want to take such a risk? Well, Empower is an instant that reads as follows: "All creatures anchored to target permanent receive +*/+*, where * is equal to the number of creatures anchored to target permanent." It's a simple +1/+1 bonus for one creature, but if you've got two or more creatures on the same permanent those bonuses can add up in a hurry!

Stop the Violets!

One of the biggest questions raised by the introduction of a sixth color is how it would affect the relationship between the other five colors. Each has their enemies and allies—how would a sixth fit into the mix? The answer? Purple is both an ally and an enemy to all of the other colors.

By and large every color fears the Finori, for they understand little of the shapeshifters' nature. The technical result of this animosity is a purple-hosing card for every color. For example, many blue mages feared that the unpredictability of the Finori would be their ruin, so they delved deep into the arcane arts and created the spell Disruption which, for only one blue and one generic mana, counters a creature with anchoring and forces its caster to sacrifice a non-enchantment permanent he or she controls. For red mages, there's an even more destructive spell—Instability, a sorcery that costs two red and one generic mana and reads: "For every two purple permanents target opponent controls, he or she must bury one purple permanent."

But the hosing isn't limited just to just the color purple. There's also the very powerful Extermination, a combined effort from similarly goal-oriented black and white mages. It acts as a pinpoint Wrath of God, focusing on one creature type and burying all creatures of that type. It then stays in play, allowing its controller to continue to eliminate creatures of the chosen type.

And, in the wake of this cooperation between the colors comes a subset of cards that players will be very excited about. There are five new multilands, one for each of the opposing color-combinations. Each land focuses on a natural phenomenon where portals are commonly thought to exist. For example, blue/green has the Eye of the Hurricane: "Eye of the Hurricane is treated as both an Island and a Forest. Choose either blue or green when Eye of the Hurricane comes into play. T: Add one mana of the chosen color to your mana pool."

Outside the Spectrum

All the expansions for *Magic* added something new to the game (and we don't just mean pages upon pages of rules clarifications). Sometimes they catch on, like the unique nature of *Legends'* legendary figures or the phasing creatures in *Mirage*. Other times, they bomb—when was the last time you saw a creature with "bands with other 'x'"? Either way, these changes keep the game from getting stagnant and offer players the chance to take their decks in new directions. The introduction of purple into the *Magic* multiverse could be the latest and biggest step towards improving the world's most famous CCG. What's next? Well, we've heard this rumor about silver...

Photo courtesy Everett Collection

Living Library
4
Artifact
X X : Remove the top X cards of your library from the game and place a finori token in play. Treat this token as an X/X purple creature. X cannot equal zero.
Skip your next draw phase.
Use this ability only during your upkeep.

Artwork © 1995 Alan M. Clarke. Courtesy of Kitchen Sink Press.

Top 10 Cards

Invasion of the Soul
4
Instant
May only be played during your upkeep. Your turn immediately ends. Play a turn for target opponent as if you were that player. Unspent mana does not cause mana burn. When current turn ends, play resumes as normal as if your turn had just ended.

Photo courtesy Everett Collection

1. INVASION OF THE SOUL

• Instant. P4. May only be played during your upkeep. Your turn immediately ends. Play a turn for target opponent as if you were that player. Unspent mana does not cause mana burn. When current turn ends, play resumes as normal as if your turn had just ended.

Just imagine what kind of havoc you can wreak by playing your opponent's turn. Kamikaze his creatures into your tougher blockers. Have him counter his own spells. Finally have someone else's Balance work in your favor. Think of the possibilites...game over if your opponent's holding the dreaded Final Fortune card. The only drawback is that, if you can't do anything destructive, you've given your opponent an extra draw.

2. FINORI DOPPELGANGER

• Summon Finori. PP2. PP: Finori Doppelganger acquires all normal characteristics (except color) of any one target creature in play and loses all characteristics it had previously acquired in this manner. This ability cannot be used during combat. 1/1.

A Vesuvan with the power to change at will? Yep. The Finori Doppelganger can alter its form for two mana and adapt to anything in play. About to be Bolted? Morph to a Wall of Stone. A Crash of Rhinos enters the battlefield? Take its form for your next attack. It's more versatile than the Vesuvan; you just don't get that free shapechange every upkeep.

3. THEHERIN ENLIGHTENMENT

• Sorcery. PX. Sacrifice X permanents to draw X cards.

Braingeyser comes back with a vengeance...a vengeance on your permanents, that is. Nothing beats card-drawing power, but you have to be careful with this sorcery—for every card you want, you'll have to sacrifice one of your permanents in play. Not bad late in the game with leftover land hanging around, but no way you'll be using it in the early game when resources are scarce.

4. MAENAR'S REACH

• Enchant World. P3. Any spell or effect that would destroy two or more permanents of the same type is countered.

Finally, an enchant world that counters global effects! With this bad boy out, no more Balance, no more Nevinyrral's Disk, no more Wrath of God...get the picture? Any spell that targets more than one permanent is immediately countered—a Disenchant would work, but Dust to Dust wouldn't. It even stops certain creature abilities that affect multiple targets, like a Subterranean Spirit's ability to deal one damage to all ground creatures (if it would kill more than creature). Great chaos card!

5. ALOSIS THE CHOSEN

• Summon Legend. PP2. Anchoring. During your upkeep, you may move Alosis to another target non-enchantment permanent you control. The permanent Alosis is anchored to cannot be the target of spells or effects. 3/4.

This guy really earns the name *legend*. Unlike most anchored finori, Alosis can move from permanent to permanent every turn. Once he's found a home—say, on your nice li'l Icy Manipulator—nothing short of a someone ripping up that Icy's gonna destroy it. Alosis protects whatever permanent he's on from targeted harm—the only way to pick off the safeguarded land or artifact is to go through him first, and he's no slouch at 3/4.

6. LIVING LIBRARY

• Artifact. 4. XX: Remove the top X cards of your library from the game and place a finori token into play. Treat this token as an X/X purple creature. X cannot equal zero. Skip your next draw phase. Use this ability only during your upkeep.

Now your library can actually join the battle! You do have to skip your draw phase to use Living Library, but it produces a creature proportional to the amount of mana you spend. Dilemmas, dilemmas. Late in the game, do you want to take the chance on drawing an extra land instead of that much-needed Pyroclasm, or do you want to grind up your library for a guaranteed creature?

7. EXTERMINATION

• Enchantment. BW2. When Extermination is cast, choose a summon type. All creatures of that type are buried. BW2, Pay 2 life: Destroy target creature of the chosen type.

A selective Wrath of God. A more punishing An-Zerrin Ruins. Need a good exterminator for that rat or spider problem? This enchantment not only wipes out vermin and other festering pests, but it annihilates themed creature decks wholesale. Global creature destruction is almost essential in any deck, and a reusable global destroyer is even nicer.

8. HEART OF THE FORGE

• Land. Heart of the Forge is treated as both an Island and a Mountain. Choose either blue or red when Heart of the Forge comes into play. T: Add one mana of the chosen color to your mana pool.

For those that like to play with more than one color, the next generation of multilands is here! With these five new lands (one for each opposing-color combination), you have to call which color you'll be using when they come into play. While not as good as the original multilands, these offer more versatility than basic lands with the very small drawback that they're treated as two different types of lands.

9. HOARD STEALER

• Summon Finori. PP3. Anchoring. T: Anchor Hoard Stealer to target permanent controlled by opponent. 4, Remove Hoard Stealer from the game: Gain control of target permanent. If target permanent is a local enchantment, you may move it to any legal target when this effect is activated. 3/3.

Expensive for a purple guy? Yep, but just look at this boy's potential. You have the ability to seize any card in play. Sure, it may take you a couple of turns to set up and a load of mana to pay for the whole expedition, but we're betting this guy draws the crosshairs faster than a wisecracking Royal Assassin.

10. ABYSSAL WHISPERER

• Summon Specter. BB. Flying. T: Choose a target creature opponent controls and flip a coin. If opponent wins, bury Abyssal Whisperer. Otherwise, bury target creature. 0/1.

Coin flipping's never been more important since the advent of pre-game Super Bowl ceremonies. Not much use as a creature, the Whisperer's special ability's a big hit or a big miss. Get on a roll and you can start picking off an opponent's creatures, beckoning them to their doom; on the flip side, unlucky once and the Whisperer's history. What fun!

Jeff Hannes likes to set Magic Cards on fire and talk about how cool it is. Mike Searle likes to slap him on the head and tell him to shut up.

Archangel from Visions

SEEING IS BELIEVING

A SNEAK PEEK AT *VISIONS*, THE LATEST EXPANSION FOR *MAGIC: THE GATHERING*

I know—life's been rough lately. Sure, you loved *Mirage*, the last *Magic* stand-alone, the one with the disappearing islands and nail-biting battles between super-powerful spell-flingers. But it left you, well, unfulfilled, plagued by unanswered questions. Will bad guy Kaervek pulverize the human kingdoms? Will good guy Mangara escape from the Amber Prison? Where, pray tell, are you going to round up enough cards to take advantage of the nifty phasing and flanking rules? And could the rumor be true: is Dominaria about to be overrun by a brood of—gulp—cockroaches?

The answers, you've been assured, will be provided in *Visions*, the info-packed sequel to *Mirage*. But how long's it going to take to get here? Weeks? Months? Patience, pal. If you think you've been waiting a long time, consider Bill Rose, the 34-year-old Wizards of the Coast staffer and head designer of both *Mirage* and *Visions*. He's been waiting for years.

"*Visions* sort of started over two years ago," recalls Rose, a Philadelphia native and former business manager of the University of Pennsylvania chemistry department. "I started working on *Mirage* on a freelance basis back in '93, about the same time *Magic* was first published. About a year or so later, I came out to Wizards of the Coast and headed the *Mirage* development team. The idea was that *Mirage* was going to be a 500-card set. But we split it up." *Mirage* became the stand-alone, *Visions* the expansion. "But they're a natural blend. There's nothing in between." Unlike *Mirage*, which included a few golden oldies from previous sets, everything in *Visions* is daisy-fresh.

For the record, the 167-card set is scheduled to premiere at January 11th preview tournaments around the country; cards should be available in stores by the end of the month. Fifteen-card boosters will cost you $2.95 per pack, and unlike the *Multiverse Gift Set* which only had 25 *Visions* cards, these will have the full gamut of cards, from giant cockroaches to blue chronatogs.

BY RICK SWAN

THE LOWDOWN

NAME: Visions
GAME: *Magic: The Gathering*
PUBLISHER: Wizards of the Coast
DESIGNERS: Bill Rose, Joel Mick, Charlie Catino, Don Felice and Howard Kahlenberg
GENRE: Fantasy
SET SIZE: 167 cards
RELEASE: January 1997
PACKAGING: 15-card booster packs
SUGGESTED RETAIL: $2.95 per booster

Magic: The Gathering is a registered trademark of Wizards of the Coast

Tempest Drake

THE STORY

So maybe the road was long. But the ride was smooth. It helped, of course, that *Mirage* and *Visions* were conceived simultaneously, two parts of the same story. "*Mirage* sets forth a number of legends and establishes the main characters," says Rose. "*Visions* doesn't add any new characters. It just builds on the existing ones."

To recap, *Mirage* takes place in southern Dominaria on the tropical continent of Jamuraa. Teferi, a powerful planeswalker, was tinkering with the time stream on a secluded island when an experiment backfired. A burst of energy caused the island and everything on it to disappear. The energy surge attracted the attention of three mages: the politically savvy Mangara, the nature-loving Jolrael and the up-to-no-good Kaervek. Their competition escalated, reaching critical mass when Kaervek trapped Mangara in the Amber Prison. With Mangara out of the picture, the scheming Kaervek began to provoke unrest among the nations of Jamuraa.

And that's more or less where *Mirage* leaves off. "There's not a whole lot of action in *Mirage*," admits Rose. That changes in *Visions*, which might've been titled '*Mirage* Goes to War.' "In *Mirage*, the wizards were starting to mold society. But after Mangara was trapped, everything began breaking down. *Visions* is sort of the battle to free Mangara."

If you're behind on your homework, don't worry—it's not necessary to know all the history of *Mirage*. But it helps to know the characters, as they reappear in *Visions*. "In *Mirage*, we didn't represent Mangara, Jolrael or Kaervek on cards, because they're kind of at the player's level," explains Rose. "That's who you are. But the characters who contributed to the story at the next level down were represented. Like Sidar Jabari, who leads the struggle against Kaervek's evil army, he's represented by a *Mirage* card. We don't define new cards for characters like Jabari in *Visions*, but they continue to play a role."

The best news: *Visions* answers the questions raised in *Mirage*. "You learn what happens to Jolrael and Kaervek," promises Rose. "You learn who wins, Jabari's army or Kaervek's demons. You learn the fate of Mangara. *Visions* takes the story to the conclusion."

THE CARDS

Though *Visions* features no new rules—and consequently, doesn't come with a rules card or booklet—it does introduce a concept called unsummoning. Additionally, *Visions* expands on phasing and flanking, two rules that premiered in *Mirage*. Rose elaborates:

Unsummoning. This deceptively simple mechanic, which builds on *Magic*'s existing rules and is explained in the text of the relevant cards, involves returning played cards to the hand. "With unsummoning, there's a lot of really interesting dynamics," says Rose. "Say you have a creature for which you'd normally pay five mana. The unsummoning mechanic allows you to pay only four mana in total—which is good, since you get it a little cheaper—but then you have to return another creature to your hand. You have to ask yourself, is that worth one mana?"

Rose offers an example. "In *Visions*, we have a little 1/1 flying creature called Shrieking Drake. When you play it, you have to return another creature that you control to your hand. At first glance, it doesn't seem as good as, say, Flying Men from *Arabian Nights*. But you think, well, if I could return a creature that has a negative enchantment on it, that's good for me. So for a lot of the unsummoning cards, it's not immediately clear if they're helpful or not."

Another example: Bull Elephant. "When this green creature comes into play, you have to return two forests you control to your hand. But if you didn't play a forest in the same turn you played the Bull Elephant, you can replay one of the forests that you just brought back. So it's really only costing you one forest."

Phasing. "*Visions* takes phasing to a new level," says Rose, referring to the *Mirage* rule that allows permanents to enter and leave play on their own. "In *Mirage*, we had the Mist Dragon, which phased itself but was very expensive. In *Visions*, phasing is a little cheaper." He cites Vanishing, a blue creature enchantment that costs one blue mana to play and two blue mana to activate and which allows for a defensive tactic that players should find remarkably potent. "It phases out the creature that's enchanted, essentially making it untargetable. It can't even be targeted by things like Wrath of God. If somebody tries to Wrath of God your creature, you just make it disappear."

Any other phasers? "A few," Rose says coyly, "but I think that's all I should talk about." Company policy, y'know.

Flanking. As explained in *Mirage*, non-flankers blocking flankers receive a -1/-1 until the end of the turn. "It isn't as dynamic as phasing," admits Rose. Still, flanking aficionados will be happy to hear that *Visions* boosts the roster. "We have about five more Knights, including a 2/2 flanker called the Knight of the Mists, and a double flanker called the Knight of Valor, which gives a -2/-2 instead of a -1/-1." There's also the Zhalfirin Crusader, a flanking knight that can redirect damage.

To take advantage of the phasers and flankers, reminds Rose, familiarity with *Mirage* is essential. "If you buy a full *Visions* set and you haven't bought any *Mirage* decks—which would be sort of odd—then you'd have, for instance, a dozen or so phasing cards that you wouldn't know what to do with. You'll need to get a hold of a *Mirage* rulebook." Or—what the heck—you could always break down and buy a deck of *Mirage*.

As for the rest of the set, Rose promises some surprises. "We have

Gossamer Chains
Enchantment
Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn.
"Harah swung his sword mightily, but still the air held him fast."
—Azeworai, "Kenechi's Dream"

some that I think will really shake up the environment." Such as? "Well, there's the Aku Djinn, one of our best cards. It has a negative impact on the player, but it's very tough; if you can control the negative, you'll have a really powerful creature. And there's a card that will have a huge amount of impact called the Chronatog. But I can't tell you the details."

Pretty please?

"Well, it's an Atog."

And...?

"Well, it's eating something."

Aw, come on!

"Okay. It eats time. That's all I'm saying!"

THE DESIGN

Though *Visions* was conceived in '93, work didn't begin in earnest until late '95. "We had a file of about 130 card ideas when we started," recalls Rose, "including some *Mirage* leftovers." Getting rid of the unsuitables reduced the total to 80. In the early months of '96, more card ideas were added, bringing the number close to 200. "Then we went back and purged what we weren't happy with."

In April '96, the design file—containing all of Rose's proposed cards—zipped over to the development team, headed by 34-year old Mike Elliott, a Phoenix-born *Magic* fanatic who'd signed on with the Wizards of the Coast the previous January. "I ran into a couple of the Wizards people at a local convention in Phoenix," recalls the amiable Elliott, who at the time was working at a hospital. "They ended up flying me out for an interview in June of 1995." Elliott was hired and shortly thereafter began developing *Mirage*.

After completing his *Mirage* work ("an enjoyable project") Elliott turned to *Visions*. Working with a crew of seasoned colleagues (including Mark Rosewater and William Jockusch) Elliott reviewed the design file, then helped set up a rigorous schedule of internal playtesting. Start to finish, the development process took about 15 weeks.

"The biggest challenge was making sure the cards weren't blatantly overpowered," says Elliott. "That's one of the hardest things in development, finding a level where the cards are interesting to play, but where they're still balanced." Is it tempting to boost the power? "A little. But in the long run, powerful cards aren't good for the game. It's much more fun to play when you have to use strategy and tactics, rather than just seeing who's the first to get out his 6/6 creature."

Outside playtesting began in August and continued into the fall. Elliott was a bit taken aback by the response. "Feedback was...well, it was slightly positive. But it wasn't as positive as for the previous sets." Some playtesters found the cards confusing, others complained about the complexity, the power levels and the casting costs. In most cases, the objections were easily addressed by adjusting a number or rewriting the text. But occasionally, a card proved to be stubborn.

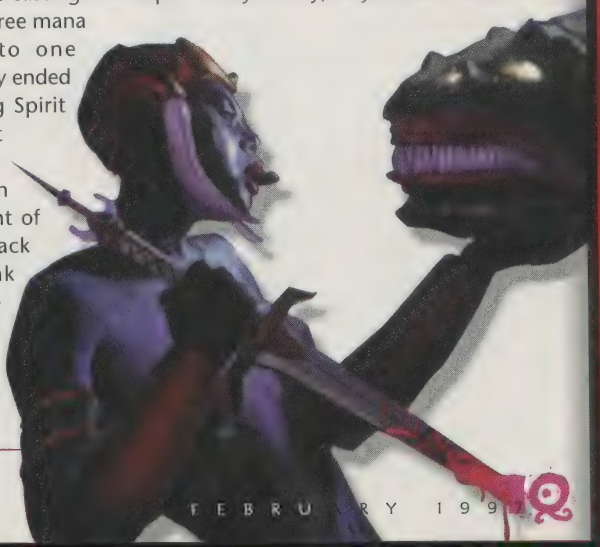
Case in point: Brood of Cockroaches. "This card went through maybe 12 incarnations during playtesting," sighs Elliott. "First it was too strong, so we changed that. Then it wasn't useful enough, so we fixed it again. The casting cost kept changing from three mana to two mana to one mana. It eventually ended up like a Blinking Spirit variant, where if it goes to the graveyard, you can pay some amount of life to bring it back into play. I think players will be happy with it." In all, about 30 percent of the cards had their powers changed or clarified, a percentage that Elliott calls "pretty typical."

After repairing the fixable cards and ditching the duds, the development team checked for balance, ensuring that no single color would have a clear advantage over the other colors, then gave the text a final polish. The result, according to Elliott, is "a strong set. Before, you might not have played a phasing deck because you thought it was slightly on the weak end. But *Visions* pushes phasing up to a level of power where it's now actually tournament-viable. I'd guess there are probably around 25 *Visions* card that will see heavy Type II tournament use. Our general expectation is to have about 15 to 20 percent of the cards from a given expansion to see heavy Type II play, and with *Visions*, we're very close to that goal."

THE ART

While Elliott was adjusting his cockroaches, art director Sue Ann Harkey was busy with the visuals. "I started commissioning the artwork in June," said the Wizards of the Coast staffer, who also served as art director for *Mirage*. "I finished in November, when the art went to film." For this graphics veteran, who worked in art direction in the New York publishing industry before linking up with Wizards ("I'm one of the rare people who actually got a job from an ad in the paper"), it was smooth sailing. "There are always complications," she laughs, "but nothing major. *Visions* went really well."

Harkey took care to ensure that the look of *Visions* complimented *Mirage*. "*Mirage* had sort of a tropical African geography. So does *Visions*. They're very, very similar." Addi-



Wicked Reward

tionally, Visions shares the same style as *Mirage*, which Harkey describes as "kind of painterly. We used the fine arts as a base, as opposed to cartooning or fantasy illustrations."

Many old *Magic* artists turn up, including Christopher Rush and Dan Frazier. Harkey also recruited many of the *Mirage* artists to work on *Visions*, among them Stuart Griffin, Pete Venters, Gary Leach, Doug Shuler, D. Alexander Gregory ("He did a nice one called the Femeref Enchantress, a woman in a garden holding a white glove") and Terese Nielsen.

"I love working with Sue Ann," enthuses Nielsen, a Los Angeles freelancer who also worked on the *Alliances* expansion. "She probably goes down as my all-time favorite client. She gives you a lot of freedom. And she always seems to like what I do, which makes me real happy." Among Nielsen's contributions to *Visions* are the Guiding Spirit ("a female warrior lying on the ground with an angel above her, a really flowing sort of piece") and the Aku Djinn ("a wicked ugly-looking thing").

Harkey brought some new people aboard too, which she does with every set. "Michael Danza, one of the new artists, did one of my favorite pieces," says Harkey. "It's called Corrosion. It shows a wealthy-looking fellow with his head buried in his hands, surrounded by artifacts that are starting to corrode and rust." Scott Hampton, Brian Talbot, Adrian Smith and Tony DiTerlizzi also make their debuts in *Visions*.

Overall, Harkey gives *Visions* a thumb's up. "It was a fun set. I was excited about working with the new people. I think I got some really good art. I think it's the best set so far."

THE FUTURE

It's late November in Renton, Wash., a chilly and gray afternoon. Having completed his final review, Bill Rose has just signed off on *Visions*. And he's finding it hard to let go. "Just like I did with *Mirage*, I'm staring to think, oh we really shouldn't have done a card this way or that way," he sighs. "I still have a card or two I think we made too cheap or too expensive. And I'll probably notice something else after we play with it a while."

But let go he must, as he's got a full plate of projects demanding his attention. Chief among them is a *Visions*-sized *Magic* expansion codenamed "Mochalatte," tentatively scheduled for a June '97 release. After that comes an all-new version of *Magic* aimed at the mass market. "It's a simplified version, but we're trying to make sure that it has the same interest level as the original game. We don't think that simple necessarily needs to be boring."

So who would've guessed? The freelancer from Philadelphia has managed to make a career out of his favorite game. But tell the truth: when you're up to your eyeballs in *Magic* every working day of your life, doesn't it lose its luster? "I find that lately, Type II is becoming a little stale," Rose admits. "And I think that's our fault, that we didn't rotate sets out quickly enough. But yes, *Magic*'s still fun. I still play all the time." Rose reflects, then adds, "And 20 years from now, I think I'll still be playing it."

Rick Swan finds it ironic that Brood of Cockroaches is what the neighbors used to call him and his siblings.

Feral Instinct

Visions of the Future

With Wizards of the Coast keeping everything tightly under lock and key, *InQuest* turned to its many sources, weeding through hints, rumors and government cover-ups to discover the following potential *Visions* cards:

- **Aku Djinn:** A 6/6 trampling black creature for two black and three generic mana. Sounds good but the disadvantage is that it gives all of a target opponent's creatures +1/+1 counters during its controller's upkeep.
- **Blanket of Night:** A black enchantment that makes every land a swamp as well as its own land type.
- **Chronatog:** A 1/2 blue creature that allows you to skip your next turn to pump it up +3/+3 until the end of the turn.
- **Femeref Enchantress:** With the Enchantress in play, draw a card for each enchantment that ends up in the graveyard.
- **Fireblast:** A red instant for one red and five generic mana which allows its caster to sacrifice two mountains instead of paying its cost, and then deal four damage to a player or creature.
- **Firestorm Hellkite:** A gold 6/6 flying, trampling dragon for six mana. It has a major impact on the game right away; however, it won't last long with a cumulative upkeep of one blue and one red.
- **Forbidden Ritual:** Sacrifice a card in play to have target opponent lose two life unless he sacrifices a permanent or chooses and discards a card. Caster may repeat this process as many times as he chooses.
- **Foreshadow:** A blue instant that allows you to name a card, put the top card from a target opponent's library into the graveyard, and draw a card if it was the card you named.
- **Miraculous Recovery:** A white instant which brings back a creature in the graveyard bigger and better than when it died.
- **Nekrataal:** This black creature buries a target non-artifact, non-black creature when it comes into play. The drawback? It triggers even if you're the only one who has creatures.
- **Pillar Tombs of Aku:** A black enchant world that forces each player to sacrifice a creature during his or her upkeep (a la The Abyss) or lose five life (and bury Pillar Tombs).
- **Rainbow Efreet:** A 3/1 blue flyer that can phase out for two blue mana.
- **Relentless Assault:** A red sorcery which untaps all your creatures that attacked and gives you an additional attack during your main phase.
- **Song of Blood:** For one red and one generic mana, this sorcery allows you to put the top four cards from your library into your graveyard, and for each creature card you turn over, all your attacking creatures that turn receive +1/+0.
- **Stampeding Wildebeests:** A 5/4 trampler for two green and two generic mana. The catch is that the Wildebeests require you to unsummon a green creature you control back to your hand in order to bring it out, and again each turn to keep it in play.
- **Time and Tide:** A blue counterspell you can cast for zero mana, though it returns two islands to your hand.
- **Vanishing:** A blue creature enchantment that allows a player to pay two blue to phase out the enchanted creature.
- **Zhalfirin Crusader:** A 2/2 white creature with flanking that has the ability to redirect one damage from itself to a target player or creature.

"They invade our space, and we fall back.
They assimilate entire worlds, and we fall back.
The line must be drawn here!"
– Jean-Luc Picard
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KILLER DECKS

THE BEST IN TOURNAMENT-LEVEL *MAGIC* DECKS

One-Hit Wonder

By Jeff Hannes

With funky cards like Bazaar of Wonders and Null Chamber, highlander decks (no more than one of any card) are becoming all the rage. Putting the Bazaar to its most effective use is obvious—it's the perfect addition to a discard deck. Now, for every spell you knock out of your opponent's hand with a Stupor, you've countered up to three more of your opponent's spells. But how can you get an unpredictable card like Null Chamber to work to your advantage?

The key factor in using Null Chamber is that it's only useful so long as it stays in play. That may seem pretty obvious, but it's still true. If your opponent Disenchants the Chamber...well, so much for *that* strategy. The solution? Name Disenchant when you play the Chamber.

The Null Chamber deck below is built on the solid basis that most tourney-level players rely on Disenchant to get rid of enchantments; some even throw a little bit of white in their decks for just such a purpose. And in those decks, the Disenchants usually double as artifact elimination.

The main strategy of *this* deck is to effectively protect all of your key permanents, including the Null Chamber, by eliminating your opponent's means of permanent destruction. Is your opponent playing mono-black? Name Nevinyrral's Disk. Mono-green? Try Tranquility. Once you've got this step out of the way, you can set up the real meat of the deck.

The Null Chamber's biggest drawback is that it can easily be used against you...if you haven't prepared for it. Fortunately, this deck is ready for just about any card your opponent names. Even though it's red/white, there are no Disenchants (so you won't screw yourself). This isn't really a problem, though, since there are very few enchantments that are must-kills. Instead, the deck relies on Divine Offerings and Pillages for artifact-destruction.

Direct damage is divided among the spells Disintegrate, Hammer of Bogardan, Incinerate, Kaervek's Torch and Lightning Bolt, and there's no more than one of each spell, so you won't get burned by your own Chamber.

"Ah. Nothing like plutonium-on-a-stick to set the mind at ease..."

Same goes for creature elimination. There's one Serrated Arrows for weenie control, two Wraths of God, an Earthquake, a Swords to Plowshares and two highly effective Pacifisms. Remember, if you've got things set up right, your opponent can't get rid of them!

In fact, there are only three cards (other than basic lands) of more than two in this deck. One is the Null Chamber...no problem there. The second is Enlightened Tutor, which is primarily used to *get* the Null Chamber. The third is Fellwar Stone—who the heck is gonna name Fellwar Stone?

Okay, so the deck is versatile, but what about *beating* the other person? Well, running your opponent out of cards is boring, so this deck relies on winning through a good, old-fashioned, damage ass-whoopin'. To make sure the Null Chamber doesn't get in the way,

THE NULL VOID

ARTIFACTS
4 Fellwar Stones
2 Fire Diamonds
2 Fountains of Youth
1 Glasses of Urza
1 Jayemdae Tome
1 Lodestone Bauble
2 Marble Diamonds
1 Serrated Arrows
2 Winter Orbs

RED
1 Disintegrate
1 Earthquake
1 Hammer of Bogardan
1 Incinerate
1 Kaerverk's Torch
1 Land's Edge
1 Lightning Bolt
2 Pillages
2 Power Surges
2 Wildfire Emissaries

WHITE
1 Armageddon
2 Divine Offerings
3 Enlightened Tutors
3 Null Chambers
2 Pacifisms
1 Swords to Plowshares
2 Wraths of God

LANDS
2 Kjeldoran Outposts
6 Mountains
10 Plains
1 Thawing Glaciers

SIDEBOARD

2 Circles of Protection: Black
2 Circles of Protection: Green
2 Circles of Protection: Red
2 Disenchants
2 Karmas
2 Meekstones
2 Red Elemental Blasts
1 Serrated Arrows

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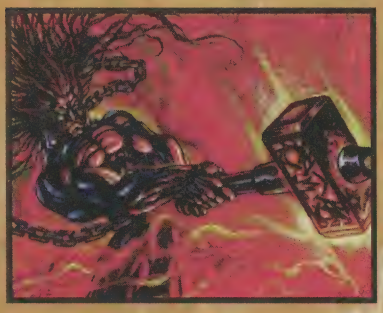
the deck has multiple roads to victory.

The first path is via creatures. Pound for pound, the Wildfire Emissaries are probably the best creatures in Type II. Get one of these through unblocked for a couple of turns and it can wreak some serious havoc. The other creature option is to win by swarm with the Kjeldoran Outposts. There's a reason everyone plays with this card—it's awesome.



Wow! There really *is* more for your life at Sears.

The second path to victory is another obvious one: direct damage. If your opponent's playing light on creatures, you can pound on him with a mélange of red damage spells. Or if the game comes to a stall and you've got enough mana, Hammer away with that nifty tool from Bogardan.

But wait! There are two more ways to win. The first is with the enchantment Power Surge. It's a highly effective card that's been overlooked in most tournament decks, mainly because it's so easy to get rid of. But the Null Chamber makes that a different story. To protect yourself from your own Surge, there are plenty of cards that chew up extra mana—Wildfire Emmisary, Fountain of Youth, Jayemdae Tome, etc.

Finally, when all else fails, don't ignore the impact a single Land's Edge can have. Save up enough lands, and it can easily give you the killing blow. The Lodestone Bauble works effectively to help you dole out lots of damage. But don't overlook its even more important use. If for some reason you need to get rid of your own Null Chamber, the Land's Edge is your only recourse. Remember, they're both enchant worlds...

The deck also contains a couple of all-purpose cards that can add to its overall effectiveness. For a measly one white mana, the Enlightened Tutors are truly the champions of this deck. Need mana? Get a Diamond or a Stone. Need life? Get a Fountain. Creature elimination? Go for the Serrated Arrows or a Pacifism. The Tutor does it all!

If your opponent's not playing white and you don't know what card to name when you cast Chamber, the Glasses of Urza can give you a hand. They're also useful right before playing that Land's Edge to insure that your opponent isn't holding a hand full of land. Finally, the Diamonds and Fellwar Stones give the deck a much-needed boost of speed, as well as protect you from the ever-annoying Armageddon. The Winter Orbs work in the opposite fashion—slow down your opponent while all your artifact mana leaves you relatively unharmed.

The sideboard is general all-purpose defense, mostly in the form of artifacts and enchantments. The extra Serrated Arrows will help against weenie decks, and the Red Elemental Blasts are necessary to combat permission decks. If your opponent's not playing white, don't deny yourself the versatility of the Disenchants—add them to your deck!

In the wake of the new Type II format (no *Fallen Empires*, *Ice Age* or restricted cards), the Null Chamber deck is a solid competitor. It'll give some of the more popular decks a fit (especially Erhnamgeddon), and the surprise value alone should earn you a couple of victories. With cards like Null Chamber, Type II will never be the same...

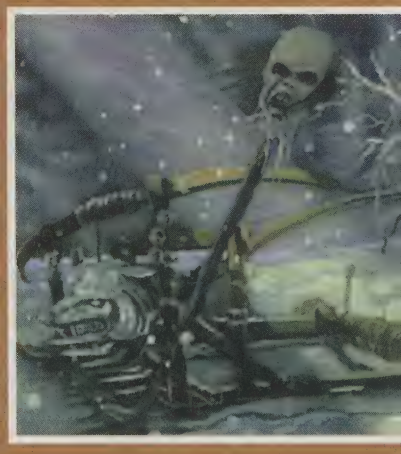
Jeff Hannes visited the Bazaar of Wonders. He came back with two loaves of white bread and a blind musician.

THEME DECKS

THE NON-KILLER DECK

TOKEN-MANIA

Grab your dice, your glass beads or some pennies but, whatever you do, grab a lot of them. You'll need 'em for this deck. Tokens are everywhere, and it's getting tougher to keep track of 'em. In fact, confusing your opponent with all different types of token creatures is half the fun. "Is that a kelp token you just launched at me with your Skull Catapult?" he may ask. You'll just chuckle as you watch your snakes, goblins and wasps overrun him.



You'll need lots of mana from all the colors, so that's where the Mana Flare and Urza's Lands come in. Once you have the mana, try to get out your flyer tokens first, like pegasi, wasps and Tetravites—they're great on defense. After that, swarm your opponent with poisonous snakes, citizens, thallids or sand warriors. Use the caribou for life, and the starfish, thrulls and kelp for defense or to fling with the Catapult. There is nothing more satisfying then to launch a clump of seaweed at your opponent for two damage.

And what fun would the tokens be without cards that make good use of them? The Gate to Phyrexia can be used to destroy artifacts using tokens as fodder, and Krovikan Horror lets you pump in as many creatures as you have mana for, to come out as damage on the other end. Meekstone and Soul Net just make sense in the deck, and so does the Superior Numbers spell. Think of the fun you'll have killing your opponent's Polar Kraken or Maro, just by having more creatures.

One word of advice if you're facing Token-Mania...run!

ARTIFACTS
2 Hives, The
2 Meekstones
2 Serpent Generators
3 Skull Catapults
1 Soul Net
2 Tetravus

BLACK
1 Breeding Pit
1 Gate to Phyrexia
2 Krovikan Horrors
1 Sengir Autocrat

BLUE
1 Spiny Starfish
1 Wall of Kelp

GOLD
1 Boris Devilboon
1 Hazezon Tamar

GREEN
1 Jungle Patrol
1 Night Soil
1 Stampede
1 Superior Numbers
1 Thallid
1 Waiting in the Weeds

RED
2 Goblin Scouts
1 Goblin Warrens
1 Mana Flare

WHITE
1 Caribou Range
1 Icatian Town
2 Sacred Mesas

LANDS
2 Badlands
2 Bayous
1 Kjeldoran Outpost
4 Plateaus
4 Savannahs
4 Scrublands
3 Tundras
2 Underground Seas
2 Urza's Towers
2 Urza's Mines
2 Urza's Power Plants
2 Volcanic Islands

—Michael Ruff,
Token Writer

KILLER DECKS II

THE BEST IN TOURNAMENT-LEVEL DECKS

by Eric Rowe

MYTHOS
The Dreamlands

"I know some good games we could play," said the Cat. "I know some new tricks," said the Cat in the Hat. "A lot of good tricks. I will show them to you. Your mother will not mind at all if I do."

***—The Cat in the Hat* by Dr. Seuss**

As with all killer decks in *Mythos*, the best decks are those that can complete their adventures quickly and have protections for their weaknesses. The adventures in this deck pay homage to Dr. Seuss ad his *Cat in the Hat*. One, "If I Ran the Zoog," is a mini-parody of *If I Ran the Zoo*; the other contains only cards with pictures of cats. Make sure to show this deck to your little sister; she'll love it.

This deck is a "speed" deck. Your goal is to complete your adventures as fast as you can without worrying about what adventures your opponent is working on. You haven't put in anything to stop him anyway. The first rule for this type of *Mythos* deck is that you should not be afraid to pass and end a round. Don't play anything you don't need for an adventure or need out as protection against your opponents. Passing gives your opponents an extra play, but it is still worth it.

The best way to play this deck is to race through it twice, playing The Meow Ceremony first. Make sure to purr loudly as you increase your sanity by completing it. While you are working on it, you can also bring Deflection and the Pnakotic Manuscripts into play; both can be used to prevent your opponent from stopping your other, longer adventure.

"Wow...must be some strong catnip."

This deck is loaded with ways to travel quickly about the Dreamlands, because "If I Ran the Zoog" requires the three main *Dreamlands* regions. The Vale of Pnoth is the only location in the Underworld, so you don't want to get trapped there without a Travel card or three to escape with. The Ship of Clouds is the main way, but Storms can take the wind out of your sails. If you have kept out the Cat Chieftain, then Cats of Ulthar are an even better way to move around. Additionally, the Great Library of the Dreamlands cards are in the deck to get out Tukor and the tomes, but you can also hop between the

CALL OF CAT-THULU

INVESTIGATOR
Falsely Imprisoned Convict

ADVENTURES
1 If I Ran the Zoog
1 Meow Ceremony, The

ALLIES
2 Cat Chieftains
2 King Kuranes
1 Tukor

EVENTS
2 Angry Zoogs
2 Cats of Ulthar
1 Phobophobia
1 Polaris
4 Ships of Clouds
1 Sun Spots
2 Yaks

LOCATIONS
1 Great Library of the Dreamlands (Celephais)
1 Great Library of the Dreamlands (Ulthar)
2 Hovels of the Cat Haters
2 Market Places, The
2 Opal Thrones, The
2 Streets of Pillars, The
1 Temple of Bokrug
1 Temple of the Elder Ones
2 Vales of Pnoth
2 White Whale Inns, The

MONSTERS
2 Buopoths
2 Cats from Saturn
4 Gugs
2 Vooniths

SPELLS
1 Deflection
2 Petitions of Menes

TOMES
2 Books of Black Stones, The
1 Pnakotic Manuscripts

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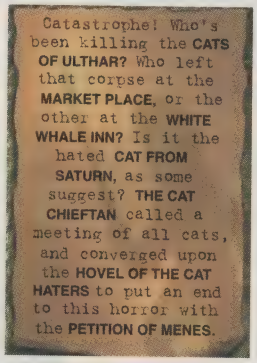
"Simba…I am your father…"

East and West with them if necessary.

One of the little tricks in this deck is a combination you can use to devastate your opponent's sanity if he doesn't have a *Dreamlands* deck. Once you have out a sizeable threat, preferably a set of joined Gugs or Cats from Saturn, start shocking your opponent by threatening his allies. Hit allies with Angry Zoogs; once in combat, use the Petition of Menes. Then, when your threat bursts through, it won't matter whether he choses to lose sanity or allies. The best time to try this trick is when an opponent has let his sanity get too low. Driving him completely insane can give an early victory.

As with all decks made from one set, it can be strengthened with cards from other sets. In this case, Aldeberan Moves in the Sky is a much more useful Star Event than Polaris (which is also one of the two rare cards in this deck). Yithian Mental Contact and the Chime of Tezchaptl are other really useful cards for crushing the spirit of opponents who are trying to slow your adventures.

Because of the length of the "If I Ran the Zoog" adventure it can be vulnerable to losing locations to the discard pile. The Wave of Oblivion from *Mythos: Limited Edition* and Cthulhu Rising from the *Mythos:Standard Game Set* can ruin your day. This is especially true if your opponent targets the Temple of Bokrug, which is the only unique card needed for the adventure. Make your opponent afraid to attempt these by having in play the Deflection spell and the Pnakotic Manuscripts. It is important to get these out early if your opponent is likely to have location-discarding cards. If Wave of Oblivion is in play, don't play any needed locations until you get out Deflection. Cthulhu Rising is trickier. You have no way to tell whether your opponent has one in his hand until it is too late. Get that Pnakotic Manuscripts out fast or you'll be taking your chances.

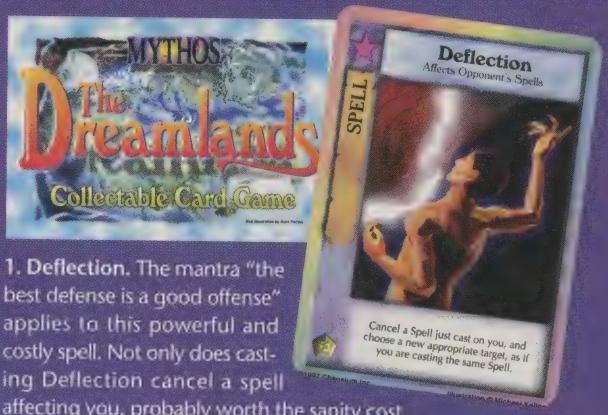

Catastrophe! Who's been killing the CATS OF ULTHAR? Who left that corpse at the MARKET PLACE, or the other at the WHITE WHALE INN? Is it the hated CAT FROM SATURN, as some suggest? THE CAT CHIEFTAN called a meeting of all cats, and converged upon the HOVEL OF THE CAT HATERS to put an end to this horror with the PETITION OF MENES.

Here, kitty kitty…

Remember, if you want to shout, "I Won!"
Next time play this deck for fun.
Add cards to make the deck look new.
I will not mind at all if you do.

Eric Rowe, sales and marketing rep for Chaosium and Keeper of the Northern Wastes, is allergic to cats and is often told he belongs in a zoo.

TOP 10 CARDS: MYTHOS: THE DREAMLANDS


MYTHOS
The Dreamlands
Collectable Card Game
Deflection
Affects Opponent's Spells
SPELL
Cancel a Spell just cast on you, and choose a new appropriate target, as if you are casting the same Spell.

1. Deflection. The mantra "the best defense is a good offense" applies to this powerful and costly spell. Not only does casting Deflection cancel a spell affecting you, probably worth the sanity cost itself, but it also reflects the spell back onto a target of your choice. Opponents are unlikely to bother even trying their spells until they find a way to deal with your Deflections.

2. Castle of the Great Ones on Kadath. The most obvious choice for a deck loaded with spells. If you can make it to this exotic location, all your spells can be cast with no sanity cost.

3. Zenig of Aphorat. This unusual artifact can only be found in exotic locations, but boy is it worth it. The Zenig can be used in place of any required card in any adventure! Put it in an adventure needing an exotic location already and you're well on your way to completing it.

4. Phobophobia. There's nothing to fear but fear itself. Annoyed by those particularly nasty phobias, such as Batophobia or Claustrophobia? Here's the cure. Play Phobophobia and not only do you get rid of your little psychological problem, but you can redirect it at an opponent as well.

5. Cat Chieftain. This happy kitty gives you an easy point of sanity, lets you travel about regions more easily, fulfills many adventure requirements and lets you play another powerful card, the Cats of Ulthar. Makes a purrfect pet.

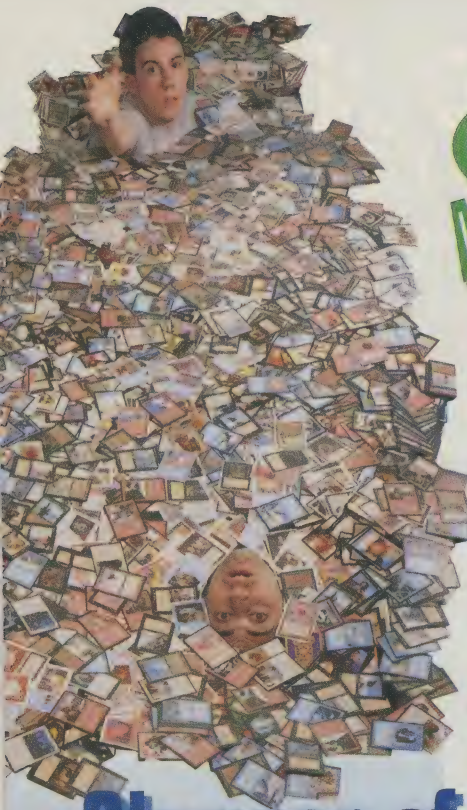
6. Vortex of Far Journeying. A particularly nasty spell, the Vortex can totally upset your opponent's strategy by moving him to a location where he doesn't want to be. If not that, he might be attacked by one of his own monsters. The best case he can hope for is to only have to discard the top card of his *Mythos* deck.

7. Cats of Ulthar. While you need the Cat Chieftain to be able to play the Cats of Ulthar, it helps quite a few adventures and who wouldn't like to be able to travel instantly anywhere? Also, Cats can't be stopped by Storms as easily as the White Ship, which has similar abilities.

8. Black Galley. The discard ability is rare and powerful. With the Black Galley, you can use it to ruin an opponent's adventure that needs a steadfast ally. If that doesn't help you, it can also bury a corrupt ally.

9. Minion of Karakal. Not only is the Minion the only invisible monster in the Dreamlands, it can also bury your opponent's artifacts. Makes a great combination with Nightmare.

10. Dream Sending of Glaaki. A doubly useful spell. If your opponent keeps blocking with his allies or if you need one of your own, then the Dream Sending of Glaaki is just what the doctor ordered. It lets you borrow an ally from your opponent for the turn, letting your monsters through and making you feel nice and safe.



Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Stumper of the Month

Q: If there are two Blinking Spirits in play, can I use one's special ability to return the other Blinking Spirit to its owner's hand?

—Sky Cosby, Walla Walla, WA

A: No. Whenever a card's text mentions the card's name, it means "me," not some other card with the same name.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

Q: The other day my opponent tried a nasty trick. He summoned a Phyrexian Dreadnought and didn't sacrifice any creatures to it. Before it went to the graveyard, he sacrificed it to his Diamond Valley to gain 12 life. Is this legal?

—Jason Schneiderman

A: No way! The Phyrexian Dreadnought is buried immediately. During this time, the only effects that are allowed are damage-prevention and mana sources. The special ability of the Diamond Valley is neither.

Is Baron Sengir a vampire or not?

Q: Why can't Baron Sengir regenerate himself but he can regenerate other vampires?

—Michael Hynes, Scarborough, Ontario, Canada

A: Because the rules say that a card isn't a vampire unless it says "Summon Vampire." So Baron Sengir isn't a vampire. Similarly, the Goblin Rock Sled isn't a goblin, Zombie Master isn't a zombie and Nicol Bolas and friends aren't dragons.

Q: What happens if a creature of mine dies while I have a Forbidden Crypt and Purgatory in play?

—CheeseGuru, Cyberspace

A: Since both effects are triggered and they happen during your turn, you may choose which happens first. Thus you can put the creature under Purgatory before Forbidden Crypt removes it from the game.

Q: I activate my <whatever> and my opponent uses his Icy Manipulator to tap it, or uses a Royal Assassin to kill it, or Disenchants it in response. Does this stop the effect?

—Way too many people

A: No. Once you've paid for a card's effect, nothing anyone does to that card will stop the effect from happening.

Can Spatial Binding be used to keep phasing creatures from phasing out?

Q: I just played a Sandbar Crocodile. Can I use Spatial Binding during my opponent's turn to prevent the Crocodile from phasing out on my next turn?

—Lots of people

A: No. Instead of phasing out at the beginning of your untap phase, the Crocodile will phase out at the beginning of your upkeep phase. Since "beginning of upkeep" effects take place before you have a chance to do anything, you won't be able to keep your Crocodile around.

Q: I have a Sengir Autocrat in play and I play Sacrifice. If I sacrifice one of the serf tokens how much black mana do I get?

—Jason Lehmann, Alpine, CA

A: None. The casting cost of a token creature or a land is zero.

With Total War in play, if my opponent untaps one of my creatures with Twiddle, does it die?

Q: My opponent controls a Total War. I have a Roc of Kher Ridges, Fire Elemental and Thicket Basilisk in play. My Elemental is tapped. I attack with the other two creatures. My opponent then Twiddles the Elemental. Does the Elemental die?

—Jim Kissel, Columbus, OH

A: No. Total War triggers as soon as you declare your attackers and looks to see what's untapped at that time. Untapping a creature later won't re-trigger the Total War.

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Q: If I Ray of Command a Wall of Spears, can I attack with it? The instruction manual says walls can't attack, but it also says a card takes precedence over the rules.

—Robert Petzoldt, Hawthorne, NJ

A: Nice try, but no. Ray of Command only removes summoning sickness; it doesn't let walls attack, or let you attack during your opponent's turn. They cleared this up in the *Mirage* version.

Q: My opponent plays a Soldevi Excavations and I have a Fellwar Stone in play. Can I take both blue and colorless mana or do I pick one?

—Chris Chilcote, Palm Bay, FL

A: Fellwar Stone only gives you one mana, not two. You pick which type.

Q: If I attack with my Polar Kraken and my opponent blocks with his Wall of Shadows, how much damage does he take?

—Matt Cramer, Tucker, GA

A: Zero. The Wall of Shadows reduces the damage to zero, so there's none left to trample through.

Q: I play a Reset during my opponent's turn. He plays a Counterspell. Could I use the land untapped by the Reset to cast a Counterspell to counter it?

—Ricky Page, Wilmington, DE

A: No. Your land won't untap until the Reset resolves. If you don't find some other way to counter that Counterspell, then the Reset won't resolve and nothing will untap.

Q: My opponent has nine Forests out in play and casts an Elvish Ranger. I have six Islands and a Mana Matrix in play. Can I Power Sink the Elvish Ranger for seven?

—Daniel Azoulai, Dunwoody, GA

A: Yes. The Mana Matrix lets you cast a seven-plus-blue spell interrupt for 5-plus-blue.

Wasn't this card banned? Stop using it.

Q: Can you use Channel when you have a Lich in play?

—John Allen, Pilesgrove, NJ

A: Nope. You can't pay life when you have zero (or less) life.

Q: I have an Ali from Cairo in play. What happens if I play a Lich?

—Justin Evanovich, Parma, OH

A: You go to zero life. Ali only prevents damage; he doesn't prevent you from losing life.

Q: If a card has a zero casting cost or activation cost in it, does it automatically happen?

—Paul Carroll, South Brunswick, NJ

A: No, you still have to cast the spell or activate the ability. They follow the same timing rules as a non-zero cost.

Q: Would an Elvish Bard banded with a Thicket Basilisk work as the standard "creature sweeper?"

—Logan Goodhue, Morrisville, VT

A: Yes. Since they're banded, anything assigned to block the Bard ends up blocking the Basilisk too. The Basilisk's ability hits everything that blocks it, not just creatures that are assigned directly to it.

Can you Fork an opponent's Reverse Damage to gain life for yourself?

Q: My opponent casts Reverse Damage on my Juggernaut when it attacks. I try to Fork it to gain five life. Does this work?

—Josh Kyler, no address

A: Nope. Reverse Damage says "All damage dealt to you." The Juggernaut did zero damage to you, so you gain zero life.

Q: I have Enduring Renewal and five or six creatures in play and my opponent activates Nevinyrral's Disk. Do my creatures return to my hand?

—Mitch Seeger, Wataga, IL

A: Yes. All the creatures and the Enduring Renewal go to the graveyard at the same time, so the Renewal triggers one last time and retrieves them.

Q: I Lured my Rabid Wombat with Awesome Presence on it. When it attacks will this cause my opponent to use all his mana, like a Mana Short?

—Billie Cabral, Salina, KS

A: You just outwitted yourself. Lure says that everything that can block the Wombat must do so. However, Awesome Presence says the Wombat "cannot be blocked unless...", which basically cancels out the Lure. If your opponent wants to block the Wombat with something, he can pay for the Awesome Presence, but he's not required to.

Beth Moursund isn't stumped by Tic-Tac-Toe rules either.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS %
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SPOTLIGHT: BATTLETECH Stumpers

Q: Does my deck have to be exactly 60 cards?

A: Your deck can't have more than 60 cards, but it can be smaller if you want. Of course, the smaller your deck is, the less damage it will take to wipe you out.

Q: Do both players' decks have to be the same size?

A: No.

Q: Can a tapped mech deal damage?

A: Yes, it can. A tapped mech can't take action on its own, but if you decide to go attack it, it can shoot back at you. A depleted mech, on the other hand, is a sitting duck; it can't deal damage.

Q: Can I use mission cards that deal with blocking mechs when I'm attacking a tapped mech?

A: It depends. If the mech you're attacking decides to shoot back at you, then it counts as blocking as far as the mission cards are concerned. If it decides to just sit there and take the damage, then it doesn't count as blocking.

Q: Once I've put enough counters on a card to pay for it, when exactly do I put it into play?

A: Well, you don't have to put it into play at all. You can leave it face down and try to bluff your opponent into thinking it's something big and nasty. You can even keep putting extra counters on it. If you do want to put it into play, then you reveal it (flip it over) during the deploy phase. If it's a command card, you move it out into play as soon as you reveal it. If it's a mech, it stays in your under construction area until the end of the turn, then it moves to your patrol area.

Q: Can I reveal a card that has less counters than its construction cost?

A: Yes, you can, but it stays in the under construction area until you put enough counters on to finish building it. Some cards can do something useful for you even before they're fully built, so this may be worth doing.

Q: What happens if I deal three damage to a card under construction that has two counters left?

A: You remove one counter. The extra point of damage is wasted.

Q: What if it has only one counter left?

A: It gets scrapped. The first two damage removes the last counter and the last point of damage finishes it off.

Special thanks to J. D. Wiker in Wizards of the Coast customer support for help with these answers. For answers to your own *BattleTech* stumpers, email questions@wizards.com. You can find more *BattleTech* information on the Wizards of the Coast web page, http://www.wizards.com.

—Beth Moursund

UP YOUR SLEEVE

Surprise strategies for unappreciated *Magic* cards

Peace Talks

By Rich Lipman

Another month, another bizarre assignment. This time around, the editors of *InQuest* asked me to pick a *Visions* card from the packs available in the Multiverse Gift Box for "Up Your Sleeve." Diligent as always, I bought a couple of gift boxes and put together a set of all 25 cards currently available.

At first, looking over the 25 cards for an article on "tricky" cards was tough. "Oh, look—there's King Cheetah. I could cast it on my opponent's turn after he declares attackers to kill one of his critter's by surprise. Yippie!" Or how about Urborg Mindsucker—sacrifice to force an opponent to discard a random card? Nope, no strategy there.

Finally, I looked at Peace Talks and saw a card with some evil possibilities...

Peace Talks
1
Sorcery
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.
"By the tongues of a thousand serpents, this time I do not lie."
—Ahmahz il Kin, Suq'Ata diplomat

■ Watch where you point that thing, buddy

This card seems to be made for those blue-white decks which are all the rage these days. The most obvious use is to cast it *after* your attack phase (yes, this is legal), so that your opponent is unable to attack. Add insult to injury and cast Siren's Call—all of his creatures go to the graveyard. Do not pass Go, do not collect $200.

Another good use is that it provides "tap out" insurance. If you cast Peace Talks and follow it up by casting a big creature, your opponent won't be able to affect the creature (with most spells) until you are able to untap and protect it with counterspells.

If your hand is full of junk, a Peace Talks will keep you safe while you cast a huge Recall and refill your hand with goodies from your graveyard. Anything which requires you to leave yourself exposed (and blue hates that) will find the harm mitigated by a Peace Talks.

Another use of the spell is to protect your toys which come into play tapped. If you're playing a Necropotence deck with a little white in it, you'll be able to lay out your Nevinyrral's Disk without worrying about a Disenchant or Divine Offering knocking it off before it has a chance to blow up. Think of other things which come into play tapped like the *Fallen Empire* lands, "Mox" Diamonds and Thawing Glaciers. It's always nice when you can put out a Glacier and get at least one use out of it.

When playing with the new Necro-lock card Infernal Darkness, don't you hate it when your opponent taps a pair of plains as an interrupt and whacks the Darkness with a Disenchant? If you cast Peace Talks first, it won't happen.

In Erhnamgeddon decks, there are many spells that you would *love* to use at least once before they get Disenchanted. Getting to use a Land Tax is a key moment in the game, since it gives you three lands and thins out your deck. Peace Talks will give you at least one use of this precious enchantment. Other enchantments such as Ritual of Subdual and Blood Moon may become more popular since they will likely stay on the board at least till your next upkeep.

Against those lightning-fast Goblin Grenade/Blood Lust decks which try to overwhelm you before you can get set up, Peace Talks can buy you what might be a crucial turn. Same goes for many chaos decks which usually take longer to get cranking.

In Type I, a key card that can swing many duels is Mirror Universe. The problem with the Mirror, as with almost everything else we mentioned, is that it sits there vulnerable for a whole turn before your upkeep rolls around and you get to use it. If you cast a Peace Talks *before* the Mirror, your opponent will find it a lot harder to get rid of it (with Seeds of Innocence or Shatterstorm) before the pivotal life-switch.

Like many of the new sorceries of *Magic*, Peace Talks is an interesting card that can be crucial in just the right situation. Your job as deck designer is to set that situation to come up at a few key times in a match and slam dunk your opponent for the win.

Peace Talks Top Five Combos

1. Siren's Call: Just like hitting softballs off the slow-pitch machine. Your opponent's creatures must attack; they can't attack. Buh-Bye...

2. Mirror Universe: Nice Disenchant you have in your hand. Too bad you'll never get to use it!

3. Infernal Darkness/Ritual of Subdual/Blood Moon: Cool enchantments and there's nothing you can do about it, buddy!

4. Thawing Glaciers: Yeah, it comes into play tapped. Yeah, I think that helps you not.

5. All Hallow's Eve: Buys you one-half of the waiting time for your creatures to return to life! Bwah-hah-hah!

Rich Lipman is always talking peace. A piece of pie here, a piece of cake there. Mmmm...cake!

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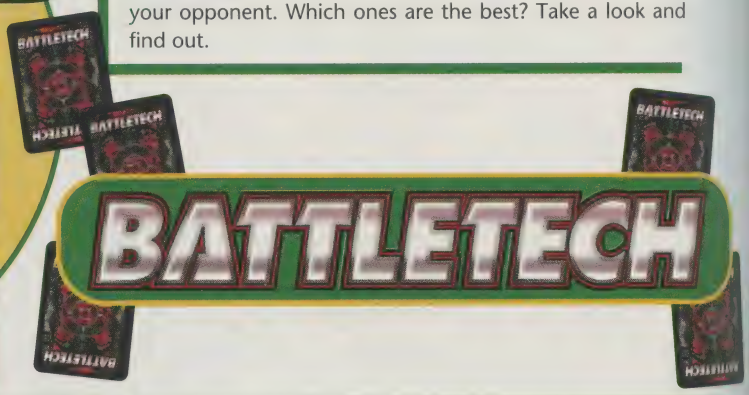
TOP 10 CARDS

BattleTech is the latest Deckmaster game from Wizards of the Coast: a 31st century, all-out robot slugfest based on FASA's game of the same name. There are ways to pound on your opponent, and there are ways to REALLY pound on your opponent. Which ones are the best? Take a look and find out.



1. BEARER OF McKENNSY HAMMER

With the Hammer mounted on one of your 'mechs, you can untap it after *each* mission. Sure, it only works 50 percent of the time, but one lucky run of die rolls and you can attack over and over, thoroughly decimating your opponent. And best of all, it's not even unique.

BEARER OF MCKENNSY HAMMER
Command • Inner Sphere • Steiner
Pilot: +1 initiative
When 'Mech piloted by Bearer of McKennsy Hammer attacks or blocks, roll a die: 1-3, no effect; 4-6, untap that 'Mech at end of current mission.
"Of course he knows what he's doing tactically. They gave him the Hammer, didn't they?"
–Hauptmann Lyle Brunwald, 10th Donegal Guards, Chateau, 27 Mar 3050

2. KAI ALLARD-LIAO

The second-best pilot in the game earns the distinction by giving one of your 'mechs a serious +3 bonus to both initiative and attack value, not to mention effectively raising the 'mech's armor value by two. And, oh yeah, you can also go hunting for mission cards. Now that's a package deal worth having!

KAI ALLARD-LIAO
Command • Unique • Inner Sphere • Davion • St. Ives
Pilot: +3 initiative, +3 attack
Prevent up to 2 damage to each 'Mech in a group that includes 'Mech piloted by Kai Allard-Liao. When 'Mech piloted by Kai Allard-Liao attacks or blocks, you may reveal the top card of your Stockpile. If that card is a Mission card, put it into your hand. If it is not a Mission card, restock it.
• Heir to the St. Ives Compact
+3

3. DAISHI A, DIRE WOLF

Fee, Fi, Fo, Fum...Daishi will squash a 'mech like a plum. This monstrosity may be tough to get out, but once he hits the table, there's almost no stopping him. Good luck getting past that armor—and good luck defending against an attack value of 12! That is what we call huge.

DAISHI A, Dire Wolf
'Mech • Clan • Omni • Smoke Jaguar
Anti-missile (Each missile assigned to a 'Mech in a group that includes Daishi A deals -1 damage) If Daishi A attacks and is blocked, it may deal up to 4 of its damage to the target.

4. VETERAN MECHWARRIOR

Cheap and effective, the Veteran MechWarrior is one of the best defensive cards in the game. Put it on one of your tougher 'mechs, and you'll almost never need extra incentive to attack. Since you know the 'mech will always come back for defense, you're free to send him on his merry way every turn.

VETERAN MECHWARRIOR
Command
Pilot: +1 initiative
Untap 'Mech piloted by Veteran MechWarrior at end of your turn.
"Fourth Skye Rangers, War of '39. Twenty-seven missions, four field commendations."
–Zachary "Hawk" Hawkins, 1st Somerset Strikers, July 3050

HONORABLE MENTION

MASTER SPY

We hate to compare cards to *Magic,* but this one's a Demonic Tutor every turn! You can play great mind games with this card, or you can just keep it simple and use it in a subterfuge deck. Either way, it's great fun in a game where most of the thinking revolves around what to blow up first.

MASTER SPY
Command • Subterfuge
Search your Stockpile and retrieve a card of your choice instead of drawing a card. Any other player may ask to see this card. If that card is revealed in this way and it is a Subterfuge card, that player scraps two cards from his or her Stockpile. If it is not a Subterfuge card, scrap the card and five additional cards from your Stockpile. Shuffle your Stockpile afterwards. Use this ability only during your Draw phase.

5. RYOKEN D, STORMCROW

Not all awesome 'mechs cost a gazillion resources to get out. Ryoken D is a very cheap 'mech that carries a powerful punch. As if Missile 3 wasn't good enough, he's also got NARC. With Munitions in play, any roll of 1-4 will net you some damage. And at 2/7, he's a tough little fighter too.

RYOKEN D Stormcrow
'Mech • Clan • Omni • Smoke Jaguar
Missile 3
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)
Speed plus fire support makes this 'Mech quite versatile.

6. HEROIC SACRIFICE

One of the more broken cards in the game, Heroic Sacrifice usually doesn't require a sacrifice to work effectively. Double damage to the 'mech...gee, is that all? I'm sure it'd be a real sacrifice for Daishi to take an extra three or four damage so that he can do an extra 12.

HEROIC SACRIFICE
Mission
Play only if you have Tactics in play and only when blocked or blocking.
Double all damage dealt to one of your 'Mechs.
Deal that 'Mech's damage to the target.
"What is one MechWarrior's life when weighed against the glory of victory?"
–Coordinator Takashi Kurita, Luthien, 5 Jun 3052

7. CONTRACT WITH WOLF'S DRAGOONS

+4 attack and +4 armor, and it's easier to switch between 'mechs than a pilot. These bonuses make even a Cicada 'mech look fierce. And for one piddly resource, the "upkeep" cost is almost laughable—the only real drawback is that you'll probably have to defend it against enemy 'mechs.

CONTRACT WITH WOLF'S DRAGOONS
Command • Unique • Mercenary • Inner Sphere
: One of your 'Mechs gets +4 attack and +4 armor. Use this ability only during a mission. If that 'Mech receives 5 or more damage, scrap Contract with Wolf's Dragoons.
During your Repair/Reload phase, pay (1) (2P) or tap Contract with Wolf's Dragoons and choose an opponent. That opponent gains control of Contract with Wolf's Dragoons.

8. CATAPULT, CPLT-C3

The Catapult may be slow, but he's cheap and tough, and he's got a nasty special ability. While other 'mechs are busy playing in the mud, the Catapult can take pot-shots at your opponent's 'mechs, or he can go right for the source and knock a card off of your opponent's stockpile.

CATAPULT CPLT-C3
'Mech • Artillery • Inner Sphere • Lido
Overheat 2: +2 attack.
Jump (-1 attack: +1 initiative)
: Deal 1 damage to 'Mech or target. Use this ability only during a mission.

9. DASHER PRIME, FIRE MOTH

Early in the game, speed can make a big-time difference, and few 'mechs come out of the gate faster than Dasher Prime. In the right deck, you'll have little trouble getting him out on the second turn and zooming in for some quick damage. As the flavor text so eloquently tells us, "The Dasher has unmatched speed."

DASHER PRIME Fire Moth
'Mech • Clan • Omni
If Dasher Prime is fully constructed when you reveal it, you may immediately place it in your Patrol region.
The Dasher has unmatched speed.

10. HOLOGRAPHIC DECOY

Forget all that strategic planning about which 'mechs to attack with to lure away your opponent's blockers. Just load up the Decoy with counters and send ALL of your opponent's 'mechs scrambling for cover. Then send your troop of 'mechs *en masse* to tear apart your opponent's stockpile.

HOLOGRAPHIC DECOY
Command • Subterfuge
Scrap Holographic Decoy when it is revealed.
Tap one 'Mech for each 3 construction above the cost of Holographic Decoy.
"I registered three kills before I realized the Mauler was not even there."
–Star Commander Julianna Bekker, Clan Ghost Bear, Rubigen, Apr 3050

RETRIEVE LOST 'MECH
Command • Operation
Put three operation counters on Retrieve Lost 'Mech when it is revealed.
Remove an operation counter at the beginning of your turn. When the last operation counter has been removed, scrap Retrieve Lost 'Mech and return a 'Mech from your Scrapheap to play under your control with damage counters equal to one less than that 'Mech's structure.

WORST

RETRIEVE LOST 'MECH

On first look this command card seems harmless enough. Heck, it even seems useful. Hey, bring a 'mech back into play! But keep reading—you have to bring it into play with almost enough damage to send it right back where it came from. One more piddly point and it's scrap city.

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- Homelands Set
- Chronicles Set
- Dark Set
- Arabian Nights Set
- Antiquities Set
- Alliances Set
- Mirage Set

MAGIC SINGLE CARDS
- Beta Black Lotus
- Unlimited Black Lotus
- Beta Moxes
- Unlimited Moxes
- Beta Dual Lands
- Unlimited Dual Lands
- Beta Ancestral Recall
- Unlimited Ancestral Recall
- Beta Time Walk
- Unlimited Time Walk
- Beta Time Twister
- Unlimited Time Twister
- Juzam Djinn (Arabians)
- Library of Alexandria (Arabians)
- Mana Drain (Legends)
- The Abyss (Legends)

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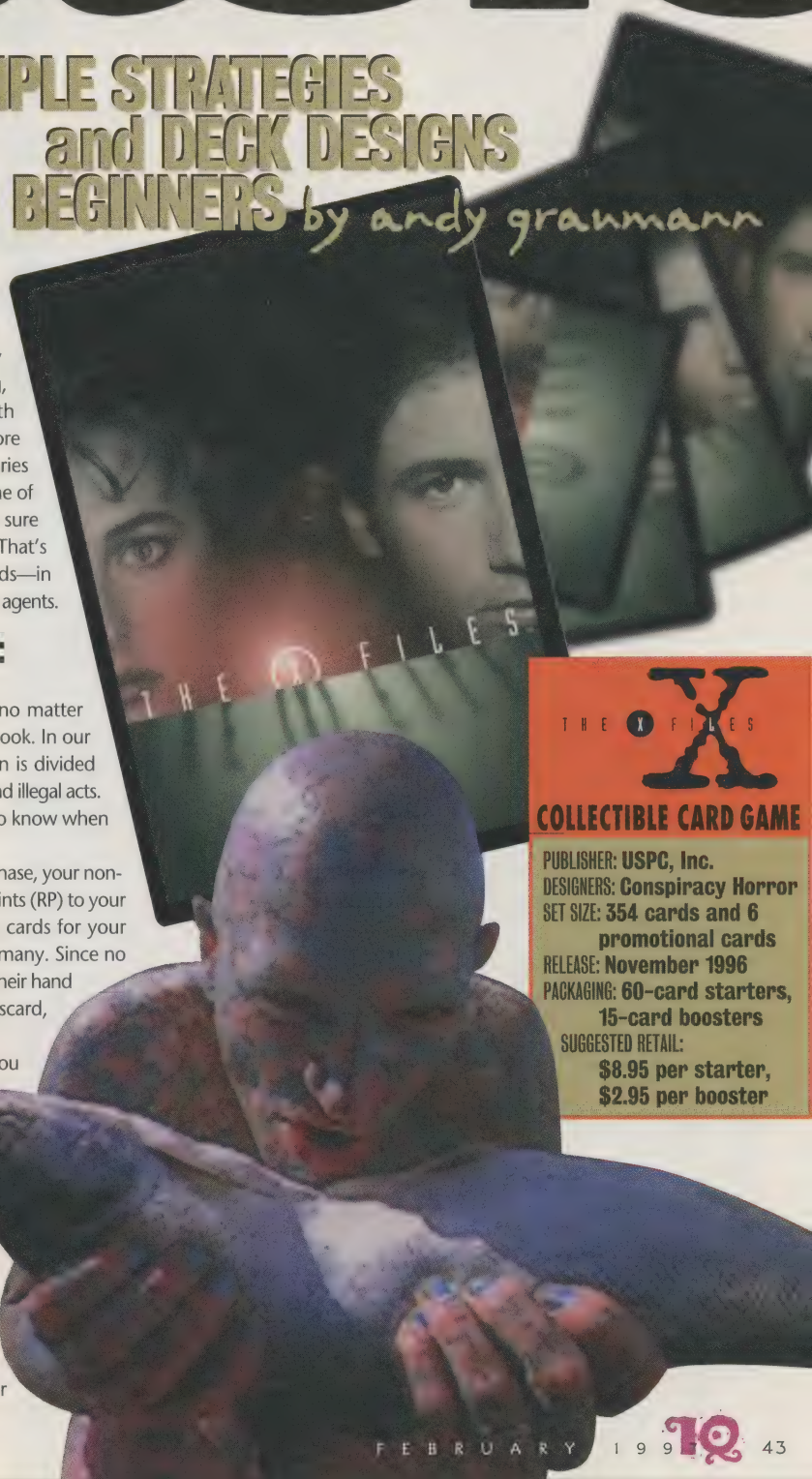
Basic training

SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS

by andy graunmann

Mystery, suspense, intrigue, the unexplained...welcome to *The X-Files Collectible Card Game*. Like the television program upon which it is based, The *X-Files* CCG opens up a world of bizarre and compelling adventure for those brave and resourceful enough to attempt to discover its secrets.

The *X-Files Collectible Card Game* puts you in the shoes of FBI agents like Scully and Mulder. You'll use deductive reasoning, wit and skill to try and uncover the truth about your opponent's current X-File before his network of spies, moles, and adversaries puts an end to your meddling. In this game of investigative cat-and-mouse, you're never sure about what's true and who you can trust. That's why your friends—and we *are* your friends—in the Bureau have prepared this guide for field agents.



GOVERNMENT PROTOCOLS:
Playing Strategies

Being a government agent means that, no matter what you do, you've got to do it by the book. In our case, that's the *X-Files* rulebook. Each turn is divided into seven phases, each with its own legal and illegal acts. In order to crack these cases, you've got to know when you can make your moves, and how.

Briefing Phase. During your briefing phase, your non-hospitalized agents contribute resource points (RP) to your pool. You can use RPs to buy additional cards for your hand now, but be careful not to buy too many. Since no player may have more than seven cards in their hand at the end of any turn, you may have to discard, thus wasting your valuable RPs.

If it's your opponent's briefing phase, you can sell cards with an RP Cost for an equal number of Conspiracy Points (CP). It's a good idea to have at least 7 to 10 CP at all times, as CP Cost cards tend to be expensive, but selling too many of your RP Cost cards can cripple your Agents' offensive capabilities.

One good card to play during the Briefing Phase is Red Tape. This card is played during your opponent's turn and prevents him from drawing any cards for

THE X FILES
COLLECTIBLE CARD GAME

PUBLISHER: **USPC, Inc.**
DESIGNERS: **Conspiracy Horror**
SET SIZE: **354 cards and 6 promotional cards**
RELEASE: **November 1996**
PACKAGING: **60-card starters, 15-card boosters**
SUGGESTED RETAIL: **$8.95 per starter, $2.95 per booster**

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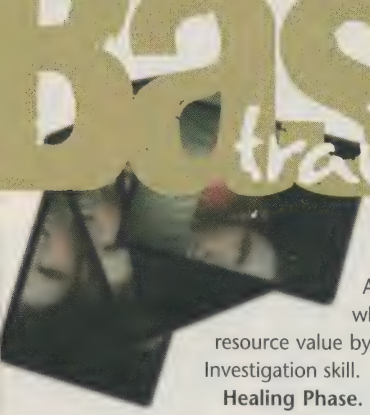
Basic training



the remainder of the turn. Another is Decreased Workload, which boosts one of your agent's resource value by the amount of their Criminal Investigation skill.

Healing Phase. Fighting against the shadowy forces of the conspiracy is dangerous work, and sometimes your agents end up flat on their backs in the hospital. While they're there, though. they don't generate RP or contribute their skills to Skill Checks; they're too busy watching reruns and eating that lousy hospital food.

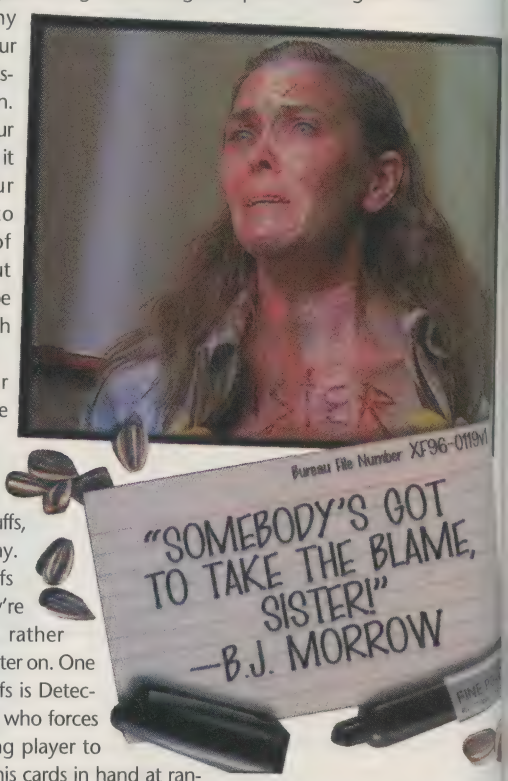
In other words, try to move agents out of the hospital as soon as possible. Successful Diagnosis is a good event for this, because it allows a hospitalized agent to heal two damage immediately. There's also the Hospital Crash Cart, a piece of equipment with three tokens, each good for a point of healing.

Requisition Phase. You should try to play any equipment cards in your hand as soon as possible, because they're worthless sitting in your hand. If you cannot afford to pay for a piece of equipment right away, consider selling it for CP during your opponent's briefing Phase instead.

Deployment Phase. A player may move their agents to the bureau, field, or hospital during the deployment phase. Move all your agents that are not required to stay in the hospital out, where they can do you some good. Make sure all the agents you might use to investigate are in the field. Only leave agents in the bureau if you are sure they can help you by staying there. For example, Assistant Director Walter Skinner and Section Chief Scott Blevins create additional RP while in the bureau, so leaving them behind is a good idea. Also, there are events like Expert Briefing which take an agent in the bureau out of play but return him a turn later with bonuses to his skill checks.

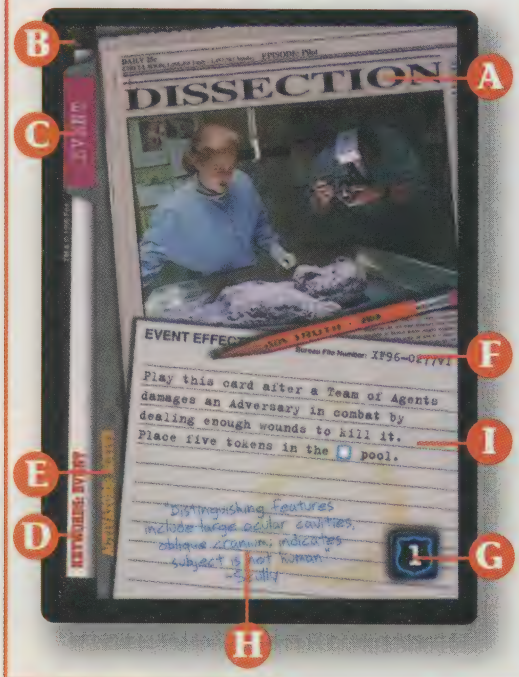
One good card to play during your opponent's deployment phase is the "Unexplainable Time Loss" event card. This card forces an opposing team of agents to make a Sciences 4+ Skill Check. If they fail, their turn is immediately over.

Case Assignment Phase. Now's when you pay for and play site cards to investigate during the investigation phase. It is a good idea to play as many site cards as your agents can investigate in one turn. Thinning out your skills may make it easier for your opponent to thwart one of your teams, but he's unlikely to be able to stop both of them.



If it's your opponent's case assignment phase, that means it's time to place your bluffs, if you've got any. Try to play bluffs now, when they're less expensive, rather than as events later on. One of the best bluffs is Detective Tony Fiore, who forces the investigating player to discard two of his cards in hand at random. (Hymn to Tony? Could be...)

Investigation Phase. When investigating a site, bring all available agents in the field that are not investigating another site along. Even if they do not have a particular skill to contribute, they can



Anatomy

X-FILES Card Dissection

A. **Name:** Yes, the name of the card.

B. **Advanced Game Indicator:** Cards having a yellow-green "X" in the top left corner are only used in the *Advanced Game.*

C. **Card Suit:** Indicates the card's suit and game function.

D. **Keywords:** Indicates what type of cards may be used against the particular card.

E. **Activator:** Indicates when this card may be played.

F. **Card Number:** A unique identifier for each card in the set.

G. **Cost:** Indicates the amount it will cost in Conspiracy Points (a red hand) or Resource Points (a blue shield) to play the card from a hand in the advanced game.

H. **Story Line:** A brief quote or phrase explaining the relationship between the card and the "X-Files" television series.

I. **Game Effect:** Explains the effect of this card when played.

help in confrontations with adversaries or other skill checks. During your opponent's investigation phase, look at all the cards you can possibly play. If you have an adversary card or a card that initiates an additional skill check, work out the math in your head. Don't get caught playing a card that the opponent can obviously get around and thus waste your valuable CP.

A good card to play during an opponent's investigation phase is Computer Access Denied, which forces the opponent to make a Computer 4+ skill check or automatically fail the site's skill check. Similarly, Government Sanctioned Pheromone Experiments forces a Science +4 skill; should the team fail, two agents on that team enter combat with each other. The premise here is to make the opponent fail by forcing them to conduct a skill check they are not prepared to make.

If you should succeed in your skill check, you get to ask a question to your opponent about his X-File. The best question to ask is "Is your result Death?". A full third of the available X-Files have Death as their result, so the answer to this question will reduce the number of choices significantly.

Debriefing Phase. Only one tip here: When you must discard and you have a choice, don't discard cards with a high RP cost, as you can sell them for CP during your opponent's briefing phase. Go for the cheaper ones which don't seem like they'll be of much use any time soon.

DEPARTMENT TRAINING:
Deck Construction Tips

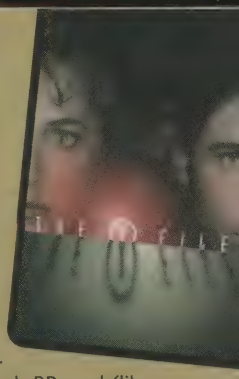
As with most collectible card games, deck construction is of considerable importance in the *X-Files CCG*. Your deck must be a minimum of 60 cards and no more than two of any particular card may appear in your deck.

The first card type to consider is the site card. Since you'll need to figure out all four characteristics to solve your opponent's X-File, you'll need the appropriate sites. About one quarter of your deck should be sites, and you should have at least four sites for each characteristic.

The next card type to consider are your event cards. There are more event cards in *The X-Files* than any other type and you'll want a full quarter of your deck to be events as well. Which ones you choose, however, depend on whether you're pursuing an offensive or defensive strategy.

Offensive cards include agents, com-

the deck



"X" Marks the Spot

This is a basic *X-Files* deck comprised of mostly common cards. The card mix is well-balanced among the various aspects of the game. A little Criminal Investigation here, a little Evidence Collection there—the four starting agents are more than adequate to handle the job. In fact, in most cases, you'll only need two to uncover the secrets behind the sites in the deck. With a little luck, you'll be able to investigate two sites a turn, wrapping up the case quickly and efficiently.

The offensive end of this deck is similarly well-balanced. You never know where your opponent is going to go, so there's an adversary for everything. Just stopping your opponent a couple of times should give you the advantage you need.

- Surprised to see **Fox Mulder** in the deck instead of as a starting agent? Well, besides the fact that using Mulder is so cliché, his broad range of abilities is balanced by the disadvantage that you can only use the resources he provides to buy cards. When played as a one-shot, Mulder will help you solve just about any case, and he doesn't take away space from the rest of your starting line-up.
- **Hard Evidence.** You'll have a difficult time playing cards like Fox Mulder if you don't have enough RP lying around, so be sure to stock up on resources with the handy-dandy event Hard Evidence.
- **Relentless Pursuit.** Speaking of hard, it's awfully hard for your opponent to do anything when he can't draw cards, and Relentless Pursuit is a great way to stop him from doing just that. Chuck just one high RP card (like Mulder!) to thwart your opponent's nefarious schemes.
- **Travel Arrangements.** You never know when your opponent is going to put a crimp in your plans by springing some nasty surprise on one of your teams of agents. If a mysterious beastie knocks one of your agents out of commission, send one of your other agents over after the battle to make sure that skill check succeeds. Forget the wounded agent—the investigation must go on!

Ingredients

Agents (Starting)
1 Albert Hosteen
1 Alex Krycek
1 Assistant Director Walter Skinner
1 Section Chief Scott Blevins

Agents (in the deck)
1 Fox Mulder
1 Lt. Brian Tillman, Aubry Police Department

Adversaries
2 Hunter In The Dark
1 Mechanic, The
1 Psychotic Attack, The
2 Pvt. McAlpin, Zombie
1 Slithers In The Night

Bluffs
1 Car Troubles
1 Cigarette Butts
1 Claude Peterson
1 Dr. Berube
1 Government Cover-up
1 Holtzman, D.S.A.
1 Paul Mossinger
1 Radioactive Area

Combats
1 Ambush
2 First Aid
1 Running Gun Battle

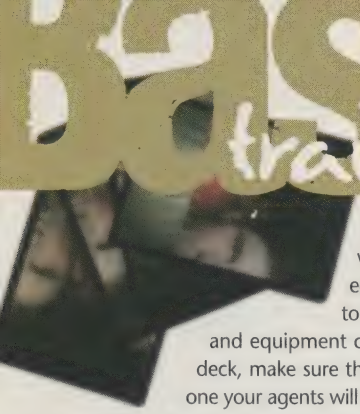
Equipment
1 Geiger Counter
1 Glock 19 Semi-Automatic Pistol
1 Government Car
1 Hi-Res Camera
1 Knife
1 Wire Tap

Events
2 Hard Evidence
1 I Want To Believe
2 Langly
2 Medical Treatment
1 Rejuvenating Caves
2 Relentless Pursuit
2 Travel Arrangements

Sites
1 Broadstreet, Philadelphia, PA
2 Browning, MT
2 Cumberland Prison, VA
2 Coastal Northwest, Oregon
2 Franklin, PA
1 Icy Cape, AK
2 Lake Okobogee, Campsite #53, Sioux City, IA
2 Mattawa, WA
1 Newark, N.J.
1 Olympic National Forest, WA

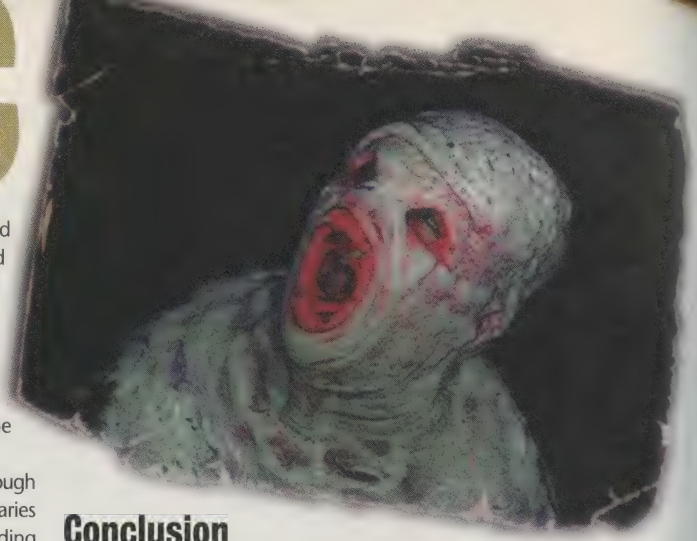
Witnesses
1 Billy Miles
1 Maggie Holvey
1 Sheriff Spencer
1 Sir Malcolm Marsden
1 U.S. Marshall Tapia

Basic training



bat cards, equipment and witnesses. Witness and equipment cards usually add to a skill check. When witness and equipment cards are included in your deck, make sure that the skill they add to is one your agents will utilize. The point of these cards is to allow the possibility of investigating two sites in one turn, not simply reinforcing all of your agents at one site.

Specifically defensive cards include adversaries and bluffs, although combat cards and events can also fall into this category. Adversaries affect opponents by inflicting damage during combat and sending agents to the hospital, where they cannot contribute to a skill check. Bluffs normally subtract from a skill check outright. These cards utilize two different methods to stop the opponent. Adversary cards are usually keyed to the type of question on a site card, so be sure to include adversaries that can be used on different site types. Make sure you've got enough adversaries in your deck to make a difference. If you don't, you'll be giving your opponent a free ride.



Conclusion

The *X-Files Collectible Card Game* is, at present, unlike any other CCG on the market. Your success hinges not only upon the power of the cards in your deck, but your own ability to play the odds and eliminate choices until only one answer remains. This provides for virtually limitless deck construction combinations and varied game play. So, as you head out into the field, remember this...the truth is out there. Case closed.

Aside from being a full-time student and employee of NXT Games, Andy Graumann enjoys softball, bowling, video arcade game collecting, camping, fishing, golf and solving X-Files. Unfortuantely, he's only good at the last one and no one believes him anyway.

DEEP THROAT
EVENT EFFECT
Ask any one Characteristic question regarding one opponent's X-File. Remove this card from the game. The effects of this card may not be negated.
5

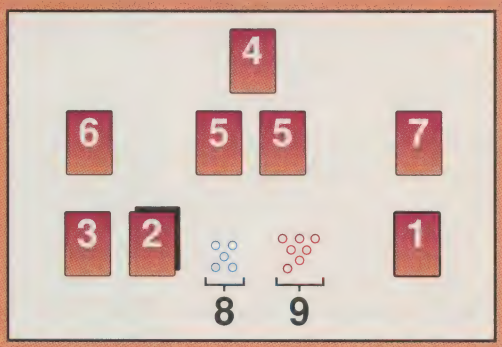
The Card to Get

Deep Throat

Without a doubt, the card to get for the *X-Files* CCG is the event card Deep Throat. In the "X-Files" television show, Deep Throat consistently provided helpful information to Agent Fox Mulder until his untimely death at the end of the first season. True to the series, the Deep Throat event card allows the player to ask a free characteristic question of choice regarding the opponent's X-File, thus providing helpful information. This card cannot be negated. For the collectors out there, it is also Ultra-Rare. However, again true to the series, the Deep Throat card will soon meet its "death." All ultra-rare cards will be replaced between the release of subsequent editions, so this card will only be available once.

The Playing Field

1. **X-File.** This is your super-secret X-File card. Shhh!!!
2. **Bureau Deck.** Your custom-crafted sleuthing deck.
3. **Discard Pile.** Where your cards go when you're done with 'em.
4. **Site Card.** The scene of the crime—if your agents successfully pass the site's skill check, you may ask your opponent a question about the nature of his X-File.
5. **Agents in the Field.** These little agents went out into the field to investigate a site.
6. **Agent in the Bureau.** This little agent stayed home.
7. **Agent in the Hospital.** This little agent cried "wee-wee-wee" 'cause he had to stay in the hospital until he felt better. (Or at least until he removed a couple of those damage tokens.)
8. **Resource Pool.** The amount of RP you have to thwart your opponent's schemes by revealing his X-File.
9. **Corruption Pool.** The amount of CP you have to thwart your opponent's schemes by pounding on his agents.



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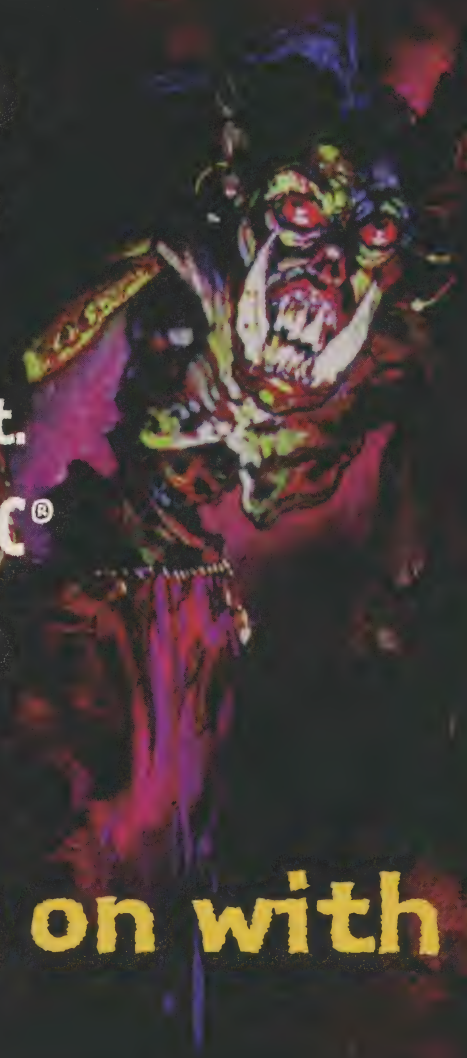

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Talruum Champion
First strike
Weird Reward
Instant
Feral Instinct
Instant
Target creature gets +1/+1 until end of turn.
Draw a card at the beginning of the next turn's upkeep.
"If a rhino's head is lower than its shoulders, trust me—it is not praying."
—Mtani, Mtenda herder

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First Prize (10): Each winner gets five *Visions*™ booster packs and a *Visions*™ hat.

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For a list of winners, available after March 14, 1997, send a self-addressed stamped envelope to: Visionary Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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CONTEST

InQuest World Records II

The second annual look at the wild and wacky in the world of collectible card games

By Rachel Barth, Beth Fischi, Rick Moscatello, Jason Schneiderman and Allen Varney

Most Annoying Card Detail

R5-D4 (Arfive-Defour)
4
POWER 1
ASTROMECH DROID
While aboard any starship, adds 1 to power and maneuver. If on a starship hit by an Ion Cannon, restores armor/maneuver and hyperspeed during your next control phase.
2
3

R5-D4 (Arfive-Defour)
Star Wars: The Customizable Card Game

Apparently, Decipher thinks that *Star Wars* players will be unable to refer to the alphanumeric names of its droids without a pronunciation guide. Heaven knows how often we've forgotten how to say the numeral "4."

Most Mismatched Artwork

Black Cat: Nine Lives
OverPower

It says "Avoid one fighting attack." Now, does she look like she avoided anything? No, whatever it was darn well hit her ass. Sheesh.

InQuest World Records II

Worst Case of Carpal-Tunnel Syndrome

Laptop Computer
The minion with this equipment gets +1 bleed on each bleed action. A minion may have only one Laptop Computer.

Laptop Computer
Vampire: The Eternal Struggle

Wow. That can't be good for the hardware. Guess it's one of them newfangled "palm-top" models.

Crappiest Special Effect

Write Yer Own™ Castle Card
Monty Python and the Holy Grail

A visual that'd make the original Trek crew proud. And, not to sound crazy or anything, but just why exactly is the "Write Yer Own" trademarked?

Most Candid

Long-Winded Speech
Star Trek: The Card Game

Sure, you could call it "Appeal to Rationality" or "Spreading the Starfleet Gospel," but why not just cut to the chase?

Best Slacker Card

Cynic's Quest
Rage

"What's that? You got your butt kicked? And you didn't do a single point of damage? Aw, what the hell. Have a victory point anyway."

Most Devious Marketing Ploy

Call of Cthulhu
Mythos

What better place to advertise your role-playing game than inside the CCG that's based on it? Even its use makes sense; you can use it to change the investigator you have in play, essentially "rolling up a new character."

Weakest Marketing Ploy

Quality Blade
OBJECT
Add 1 to your Ability as long as Quality Blade is in play. Each player may have only one Quality Blade in play.

Quality Blade
Highlander

You've got to be kidding. $245 for an oversized letter opener? Imagine shelling out that much only to find the picture on the card is actual size! It's a good thing this didn't catch on, or else there'd be McDonalds Happy Meal coupons stamped on our Helms of Obedience.

Most Likely to Get You Accused of Having a Speech Impediment

Dwar of Waw
Middle-earth: The Wizards

Who's under that helmet? Elmer Fudd?

Longest Card Name

THIRTY-FIVE ABOMINABLE ADULATIONS OF THE BLOATED ONE AFFECTS A GREAT OLD ONE
SPELL
Extend the time that a Great Old One or Outer God card remains in play by one full Round.

Thirty-Five Abominable Adulations of the Bloated One
Mythos

This one beats last year's champ (Malkavian Derangement: Alternate Personality from *V:TES*) by five letters. We just hope it's not part of the H.P. Lovecraft version of "The 12 Days of Christmas."

Best Way to End the Game

World Domination
12
Agenda–Black Ops
Score an additional 4 agenda points when you score World Domination.
"So, Wilson, how in the frack did you know the fileset was secret plans for world domination?"
"'Cause it was labeled 'Secret Plans for World Domination.'"
Illus. Craig Hooper
3

World Domination
Netrunner

Twelve advancement tokens or not, nothing beats taking over the world for a classy win. For extra style, use speed-advancement cards to score the card in a single turn.

Most Depresseing Glimpse of the Future

INTERRUPT
Star Trek
THE NEXT GENERATION
HUMUHUMUNUKUNUKUAPUA'A
A reef triggerfish, Rhinecanthus aculeatus, found near Earth's tropical islands. An animated version is a symbolic "guide" on the U.S.S. Enterprise schoolroom computers.
Plays on any location. For this turn: Your personnel with Youth are CUNNING +4 and STRENGTH +4. Opponent's non-aligned personnel are CUNNING -4 and STRENGTH -4

Humuhumunukunukuapua'a
Star Trek: The Next Generation

It's bad enough that the future might be run by those paramilitary fascists, the Federation, but the thought that one's distant grandchildren will have to learn about it from a talking fish makes "The Planet Of The Apes" sound like a viable alternative.

Most Embarrassing Name

Daidoji Uji
2
3
5
2
Crane Clan Samurai
There is no time to hesitate. If we do, the darkness will envelop the light of the Emerald Throne.

Daidoji Uji
Legend of the Five Rings

Lots of *L5R* names sound odd to Westerners, but you can't say "Daidoji Uji" without sounding like an infant. This average samurai isn't worth letting your opponents destroy the game's atmosphere with dumb "koochie koochie koos."

Best Use of Applied Confusion

Wah?!
Anime Madness

Some counterspells work through sheer willpower, others by magical trickery. But this one takes the cake. The plot complication imposed on the characters becomes too convoluted to go any further and dies of pointlessness. If only real life were so accomodating.

InQuest World Records II

Best Land Destruction Card

Cthulhu Rising
Affects Opponent's Story Deck
EVENT
Your opponent must Discard his or her Current Location if it features the Water attribute, otherwise Bury it. Then, Bury this card.

Cthulhu Rising
Mythos

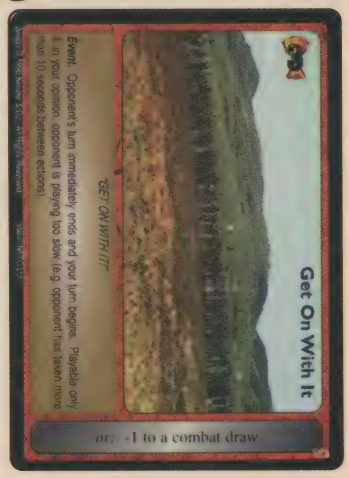
You can get rained on by stones. Your havens can get burned. Your Feng Shui sites can get toasted. But until an Elder God wakes from his aeons-long slumber and eats your location, you ain't seen nothin' yet.

Best Card Named After A Deodorant

Right Guard
Highlander

Its no Secret, this card is Sure to never have a Ban on it, as it has none of the Old Spice that you can find in other *Highlander* card photos, even though the Brüt in the card isn't the least bit Suave.

Best Real-Time Card


Get On With It
GET ON WITH IT!
Event. Opponent's turn immediately ends and your turn begins. Playable only if, in your opinion, opponent is playing too slow (e.g. opponent has taken more than 10 seconds between actions).
OR: -1 to a combat draw

Get On With It
Monty Python and the Holy Grail

Ever play with someone who measures turns in geological time? Here's the answer to your woes—thankfully, it's a common.

Best Dressed Pig

Targ
Star Trek The Next Generation
ANIMAL
Horned, furry, ferocious boar-like animal. A popular Klingon pet. Lieutenant Worf had one as a child. Heart of Targ is a Klingon delicacy. This one is male.
All non-Targ Klingons STRENGTH +1 where present.
Nullifies one just-played Rogue Borg where present.
INTEGRITY 4
CUNNING 1
STRENGTH 4

Targ
Star Trek: The Next Generation

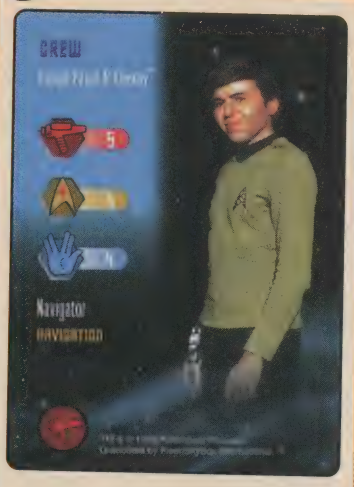
Wearing a fur coat with spikey bits, this little piggy is ready for his big night out. Um, does anybody think its a little strange that Federation "Avatar" Jean-Luc Picard only has about triple the integrity of a pig?

Most Blatant Media Rip-Off

TIE: The Wolves Are Out There; Pervis and Pig-Fed
Rage

Any resemblance between these images and certain trademarked characters by Chris Carter and Mike Judge is purely coincidental. Yeah, right.

Most Annoying Promo Card



Ensign Pavel Chekhov
Star Trek: The Card Game

Not annoying to us, but to actor Walter Koenig. Now he'll be signing autographs not only for countless "Star Trek" groupies, but for gamers who want the +1 bonus from his magic signature.

Best Charity Work

Your Own Apartment
XXXenophile

Hats off to Slag-Blah! Entertainment, for giving hard-core card weenies an in-game reason to get a life.

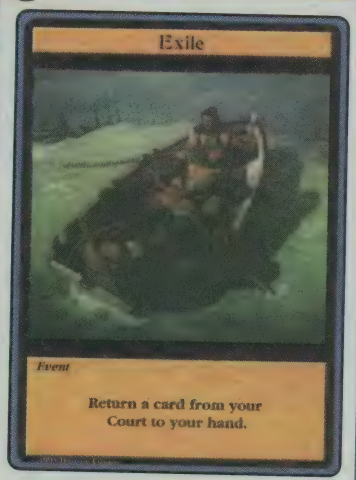
Homeliest Temptress

NYMPHS
A band of Nymphs takes a liking to you. They ask you to dally just a short time and have some fun with them. Their offer is a very enticing rest stop from your Quest, though with so many Nymphs, you may not get much rest. Discard this Wavley when it's defeated.

Nymphs
Arcadia

A rest stop with Nymphs, "though with so many…you may not get much rest." Actually, you might if the rest of the lot look anything like the one in the picture. Aren't nymphs supposed to be pretty?

Best Anachronism



Exile
Quest for the Grail

We love the Wyeth illustration, and we know the Arthurian myths mix elements from across the centuries, but three-masted schooners really push the limit.

Creepiest Hidden Message

Mind of a Child
Vampire: The Eternal Struggle

Ignore for a moment the woman tearing her arm open with a fork. (Yeah, we know it's not easy, but try.) See the wooden blocks on the right? The letters on them spell out the word "ABUSED." Ick.

Lamest Name

Storm: Emotional Outburst
OverPower

Come on! Emotional Outburst? What's next? Bad Hair Day: Attack from the reserve? Hot Pants: All opponents -2 for remainder of battle? Oh, wait, I guess that would be a Rogue Special. Y'know, Wolverine doesn't have to take this kind of crap.

In the interests of saving space, Rachel Barth, Beth Fischi, Rick Mascatello, Jason Schneiderman and Allen Varney set aside their egos and agreed to this low-calorie author biography. Or maybe one of those mean ol' InQuest editors just forced it on 'em.

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A DAY IN THE LIFE OF MYSTERY SCIENCE

Mike Nelson and the bots: Gypsy (back), Crow and Tom Servo

9:40 a.m.

The bomb looks good. But the choir needs work.

Director Kevin Murphy strokes his beard and studies his script. A few feet away, the choir—two lanky men and a fidgeting young lady—attempt to stand straight and refrain from looking shell-shocked. They're technicians by trade, not vocalists, but Murphy doesn't care. He needs warm bodies for the scene, and they happened to be handy.

and motions for a cameraman to tape the performance for later review. "Oh mighty bomb...oh glorious bomb..." They sound like a bag of cats being beaten with a stick, but Murphy is pleased. "Beautiful!" he enthuses, and pronounces the sequence complete.

So it goes, scene after scene, each taking no more than 10 minutes to rehearse, correct and approve. It's a relaxed, brisk enterprise, seemingly effortless. Which is no surprise, really, considering that, over the past eight years, they've cranked out 150-plus

THEATER 3000

A backstage tour of the Sci-Fi Channel's hilarious cult TV show

Actor Mike Nelson, casual in jeans and a green work shirt, slouches beside the bomb, a 10-foot aluminum cylinder with a couple of Christmas lights stuck to the side. The scent of coffee wafts though the studio, which is toaster-oven warm, thanks to the bank of lights glaring overhead. Nelson idly twirls a prop cane, yawns and stretches.

Murphy brightens. "I've got it," he says. "We need to slow down." He raises his finger like a conductor's baton, then leads the choir in a monk-like dirge: "Oh holy bomb...oh holy and eternal bomb..."

It's a week before Thanksgiving in the cramped but cozy studio of Best Brains Inc., located in an industrial park in the tundra of southern Minneapolis, recognizable by the flamingo out front and the guillotine in the foyer. Murphy and company are rehearsing scenes that will be filmed tomorrow, then inserted between segments of a schlocky sci-fi film called "The Deadly Mantis." The result will be season eight's fourth episode of the cable TV smash "Mystery Science Theater 3000."

Sidestepping Nelson, who's now poking the base of the bomb with a screwdriver, Murphy moves the singers back a bit, positioning them in front of a floor-to-ceiling Styrofoam wall that looks like a giant hunk of Swiss cheese. The wall, along with a tire swing dangling from the rafters and an old west jail cell, constitutes "MST3K's" idea of an alien world.

Producer and sometimes-director Jim Mallon ambles in, passing a kitchenette where idle stagehands thumb through magazines and munch doughnuts. He settles into a folding chair in a darkened section of the studio. Behind him, shrouded in shadows, is the Satellite of Love set, a jumble of pastel walls and copper tubes that won't be used until this afternoon when it's time to rehearse the robots. Mallon, leans forward, watching as Murphy maneuvers his now-giggling singers into a shoulder-to-shoulder cluster.

Murphy energetically leads his singers in three-part harmony

episodes and throughout, the premise has remained unchanged.

Back in '88, Jim Mallon and co-conspirator Joel Hodgson dreamed up "MST3K" while struggling to fill air time in a dinky independent UHF station. As originally conceived, mad scientist Dr. Forrester (played by Trace Beaulieu, another cohort) maroons Hodgson on the orbiting Satellite of Love. As part of a diabolic experiment, Forrester forces Hodgson to watch crappy movies. Two robots keep him company: the acerbic, gold-beaked Crow and the self-important, bubble-headed Tom Servo. To retain their sanity, Hodgson and the bots (appearing as silhouettes on the bottom of the screen during the movies) wisecrack their way through the flicks. Meanwhile, a third robot, the motherly Gypsy, busies herself elsewhere, maintaining the Satellite in good working order.

VITAL STATISTICS

Name: **Mystery Science Theater 3000**
Birthday: **September 1988**
Birthplace: **KTMA-TV23, Minneapolis, Minn.**
Description: **Stranded on the Satellite of Love, janitor Mike Nelson and his robot companions maintain their sanity by joking their way through Grade Z movies.**
Base of operations: **Best Brains Inc., Eden Prairie, Minn.**
Key personnel: **Jim Mallon (producer, director, voice of Gypsy), Kevin Murphy (associate producer, director, writer, voice of Tom Servo). Michael J. Nelson (head writer, stars as Mike Nelson), Mary Jo Pehl (writer, stars as Mrs. Forrester), Bill Corbett (writer, voice of Crow)**
Network: **Sci-Fi Channel**
Season premiere: **Feb. 1, 1997**
Broadcast times: **Saturdays, 4 p.m. and 11 p.m. (EST)**
Fan Club info: **MST Fan Club, PO Box 5325, Hopkins, MN 55343**

BY RICK SWAN

The show became an instant hit, attracting the attention of HBO who, in 1989, moved it to the budding Comedy Channel (which mutated into Comedy Central two years later). The fan base grew exponentially, acquiring kudos from such luminaries as Steven Spielberg and Al Gore.

In the fall of '93, Hodgson jumped ship. Tapped as a replacement was head writer Mike Nelson, who joined the bots as the Satellite's only on-board human. The series didn't miss a beat. A year later, the crew earned a Peabody Award for Excellence in Broadcasting and began filming their first feature, "Mystery Science Theater 3000: The Movie," released to acclaim by Gramercy Pictures.

Bill Corbett operates the Crow puppet

Then, trouble. After seven seasons, Comedy Central dropped "MST3K." Undaunted, Mallon and associates approached the Sci-Fi Channel. "It seemed like a natural home," Mallon says. Sci-Fi ordered 13 new episodes, with an option for nine more.

The new season brings a few changes. Mike and the bots will be leaving the Satellite on a regular basis, exploring new worlds and running into bargain basement creatures of all shapes and sizes. Trace Beaulieu has left the show for greener pastures, taking Dr. Forrester with him. The voice of Crow, formerly provided by Beaulieu, will now be rendered by new writer Bill Corbett. Dr. Forrester hasn't been recast. Instead, the wicked Pearl Forrester, played by writer Mary Jo Pehl, will become the main villain. "We have sort of a new fiction we're working in around Mrs. Pearl Forrester, who's Dr. Forrester's mother," says Mallon. "Mike and the robots are still being forced to watch terrible films, but now they're being sent to them by Mrs. Forrester."

In the studio, Murphy runs the singers through yet another variation of the monk dirge. "Let's have a little more lilt," he says. "Oh WON-der-ful bomb, oh FAB-u-lous bomb..."

Jim Mallon, adjusting his glasses, suppresses a giggle. Even with the cast changes, the new worlds and the new network, "the essence of the show will stay the same," he promises. "Making fun of bad movies."

Forward into the Past

The production of this episode actually began several days ago when the movie was selected. "Last week, we got a box of about 40 films from the Sci-Fi Channel," says Kevin Murphy, who prior to his involvement with "MST3K" earned a film degree from the University of Madison in Wisconsin, then worked on the production staff of the Madison PBS affiliate. "The writers—there's about six of us—took them home and looked at them. The ones we thought had promise, we brought back to the whole group. Then we decided which we wanted to do." While there's no fixed criteria for a "MST3K" film, "it's nice if it's in focus," Murphy says. "It's nice if it has a plot. And it's nice if the plot is dopey."

Once the film's been nailed down, the writers assemble in the screening lounge, a spacious room furnished with film posters ("This Island Earth," "Godzilla vs. Megalon") and a "2001" pinball machine. Over the next four days, the team pounds out scripts for the movie voice-overs (the on-screen commentary by Mike and the bots) and the skits (the live-action scenes, such as the bomb serenade). "A lot of people are surprised when they learn that we actually write everything beforehand," says Murphy. "And we take that as a compliment, because we want it to all seem like it's improvised."

During the first two writing days, the team sits in a circle of comfy leather chairs around a big-screen Sony. One writer sits at a word processor. Another pops a cassette of this week's masterpiece in the VCR. When someone has a joke, he shouts it out. The tape is paused and rewound. The writer at the word processor types in the time code from the TV screen, and puts the joke next to it. "The time code tells us exactly where the film is in minutes and seconds," explains Murphy. "When we go back and read the script, we can follow the numbers and make sure the lines go where they're supposed to." In the process of the rewinding and typing, there's usually another two or three jokes built on the first. Eventually, the team will create a data base of 2,000 jokes.

On the third and fourth writing days, the team breaks the film into sections. Each writer takes a section, culls through the jokes, fine-tunes the best ones, then assigns the jokes to the appropriate characters. About one in three of the original 2,000 jokes make the cut.

Also on days three and four, the writers work out the live-action skits. "We try to accumulate ideas as we go, writing them down on index cards as they occur to us while we're watching the movie" says newcomer Bill Corbett, a Brooklyn, New York native with a degree from the Yale Drama School. "Because Mike and the robots are traveling to a new place every couple of weeks or so, there's a little more long-term plotting this season than there used to be."

The tight schedule leaves little room for error. "It's pretty nuts," admits Corbett. "We have a lot of shows that need to be filmed, so when push comes to shove, we grind. But as a fun job, it's hard to beat."

11:15 a.m.

Rehearsal has moved to the prop room, a cavernous warehouse adjacent to the main studio, dominated by a beat-up Volkswagen van. The van, when affixed with cardboard tubes and a pair of plant holders, will serve as Mrs. Forrester's spacecraft. Tomorrow, it'll be hauled into the studio for filming. But for the rehearsal, the bulky van stays put.

Mary Jo Pehl, veteran of the Minneapolis comedy circuit who joined the "MST3K" team in 1992, squeezes into the driver's seat. She played Mrs. Forrester a few times in the last couple of seasons, but this year she joins Mike Nelson as the only other human regular.

Kevin Murphy, resuming his role as director, positions a cameraman three feet from the windshield. In a corner, art director and prop builder Patrick Brantseg quietly putters at a workbench loaded with paint cans, doll parts and plastic noses.

"MST3K"™ & © Best Brains Inc. All photos: Michael Krentz.

The prop room looks like a Goodwill from the "Twilight Zone." Much of the stuff—feather boas, lawn chairs, cuckoo clocks—has been retrieved from Minneapolis thrift shops. The rest—stuffed animals, film reels, umbrellas—comes from toy stores, garage sales and dumpsters. Long rows of shelves rise to the ceiling, crammed with plastic bins labeled "Body Parts" (plastic hearts, rubber brains), "Party Stuff" (purple Slinkies, fuzzy dice) and "Demon Dog Heads" (severed heads of, uh, demon dogs). A squat robot alien, made from a video cassette shell and a few wood scraps, rests on a table.

At his workbench, Brantseg screws a freshly painted hand on the Tom Servo robot. "The bots go through a lot of wear and tear," says Brantseg, who's been with the show about four years. "We're constantly replacing hands." The bots—actually, every prop in the place—is decidedly low budget. Servo is a gumball machine attached to a Halloween candy bowl. Crow's head is made from a bowling pin and a lacrosse basket. Gypsy's an inverted baby car seat with a flashlight for an eye. On set, the makeshift props constantly fall apart, which the cast not only takes in stride but have come to expect.

Back at the van, Murphy has summoned another technician, who's instructed to rock the van back and forth to simulate the motion of flight. Pehl, behind the steering wheel, brandishes two toy pistols. "Aim 'em right into the lens!" says Murphy. On Murphy's cue, the stagehand begins to rock. The cameraman, crouching now, moves to within a foot of Pehl's face. "You big sissy, Nelson!" sneers Pehl. "I have guns! I have lots of guns! Now eat lead!"

In the main studio, Mike Nelson watches the proceedings on an overhead monitor. Murphy has just climbed into the bus with Pehl and is attempting to crawl over her, demonstrating what happens in the next scene.

Nelson pops a grape in his mouth. "And now, a very special episode of 'Mystery Science Theater,' " he says to no one in particular. "Mrs. Forrester learns about improper touching."

11:50 a.m.

Lunch break. Cast and crew scatter, some out the door, others retreating to their offices for an hour of solace. Within moments, the studio is empty, the building as quiet as a crypt.

Then in the distance...music. Eerie. Dissonant. Indistinct.

The source of the music isn't apparent. The reception area is vacant, save for the stuffed penguin at the front desk and a can of Spam in the letter basket. The anteroom, too, is empty, other than an eight-foot spaceship with tiny kangaroos stuck to the sides.

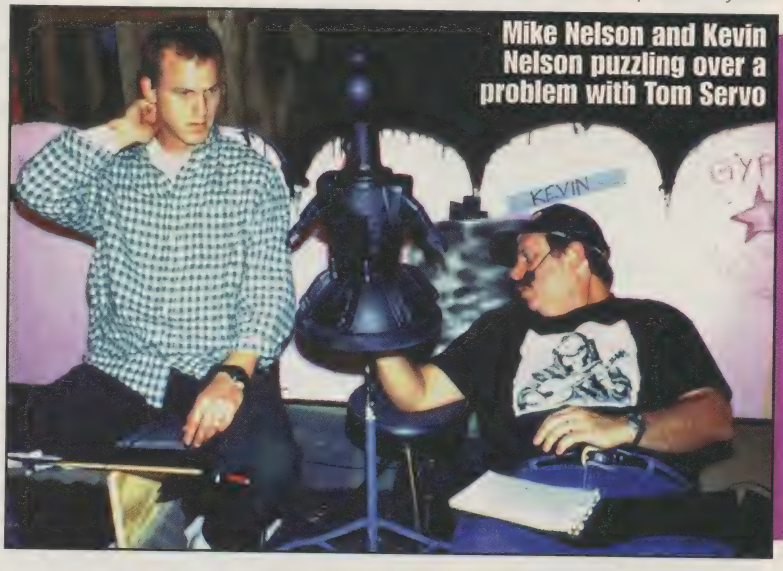
The make-up room? Just two empty make-up chairs and, on a high shelf, the head of a bug-eyed alien.

The storeroom? Nothing but a 10-foot syringe and a mousetrap big enough to snag an Irish setter.

At the end of a dark hallway, the music is more pronounced. Country western, sort of. Or bluegrass, maybe, performed by mutants.

Mounted near the door frame, a headless doll. And a nameplate: Mike Nelson.

The door opens. Inside, Kevin Murphy is frantically strumming a mandolin. Nelson hovers over an electric piano. They look up, embarrassed, then resume their jam session. Murphy wails over and over, "Turkey, turkey, turk-e-e-e-y..."



Mike Nelson and Kevin Nelson puzzling over a problem with Tom Servo

1:10 p.m.

After lunch, rehearsal resumes, with the cast and crew convening on the Satellite of Love set in the main studio. Constructed on a stage about four feet above the floor, it's not much of a set, just a concave wall and a desk-like console to simulate the Satellite's control panel. Kevin Murphy, Jim Mallon, Bill Corbett and Mike Nelson, scripts in hand, ascend the stairs to the stage. Behind them, three stagehands carry on Crow, Tom Servo and Gypsy.

Corbett admits to reservations about taking over the role of Crow. "I think Trace [Beaulieu] is pretty brilliant," he says. "He'll

HEY...WHERE'S THAT GUY PUTTING HIS HAND?!?
SEE NOW WHY I WAS SO NERVOUS? I THOUGHT I WAS NEXT IN LINE FOR DR. COLDFIST UP THERE.
DAMMIT JIM...I'M A PUPPETEER, NOT A PROCTOLOGIST!

be hard to replace. I do a cheesy version of his voice. But since I'm from Brooklyn, every now and then Crow might sound a little East Coast." As for operating the robot, "When I came here, I had zero puppetry experience. I thought I was completely hopeless at first. But once I got a few moves down, it became pretty instinctive."

Although Mike Nelson doesn't have to worry about a robot, it still took some time to get used to the stage. "For a while, I didn't enjoy the acting as much as I should have," he says. "Maybe I was just too concerned about it. I've learned that if anything, it should be fun." Has experience improved his performance? "Well," he deadpans, "I don't know if anything could do that."

Back on stage, Jim Mallon has slipped into Gypsy's harness. The robot secured to his shoulders, he eases into a pit behind the Satellite console. Concealed behind the console with Gypsy peeking over the top, Mallon will pull strings to flap Gypsy's mouth, bob up and down to make her move, and provide her voice ("a falsetto me," says Mallon) by speaking into a microphone. As the rehearsal proceeds, he'll keep tabs on the scene by watching a tiny monitor hidden inside the console.

Bill Corbett, Crow in hand, and Kevin Murphy, who'll direct the rehearsal while simultaneously operating Tom Servo ("I try to make him sound like a radio announcer," says Murphy), lower themselves into the pit next to Mallon. Mike Nelson stands on the stage, squeezed between the robots.

From the pit, Murphy calls for silence. They launch into the first scene. Crow, imitating Garth Brooks, sings, "I've cried 1,800 tears over you." Mike looks bemused, Gypsy sways like a cobra. "Excuse me," interrupts Tom, "are we in the southern part of the galaxy?"

Tom decides to deliver a eulogy to Mrs. Forrester, whom Mike and the bots mistakenly believe is dead. "What to say about Pearl?" muses Tom. "Well, she led a life...uh, well, she was alive, technically."

From his pit, Murphy stops the scene. "Comments?"

Mary Jo Pehl, observing off-stage, offers a suggestion. "I think Gypsy should have a black veil over her light."

Back to the Future

Tomorrow and the day after, the cast will film all the live-action scenes they've been rehearsing. Another day will be spent shooting the movie voice-overs; essentially, the actors record their lines while watching the movie on a monitor. Then, a day or two to review the entire episode and make last-minute changes. Start to finish, an episode takes about a week, 11 days tops.

Despite the series' success, producer Jim Mallon takes nothing for granted. "We're in a business that has a lot of doubt. Most shows barely go one season these days." Still, the future seems reasonably secure. "There's a voracious appetite for the series by hard-core fans," says Mallon. "We have a lot of momentum behind us. We feel pretty confident that it's going to go on."

2:50 p.m.

Rehearsal's drawing to a close. For one of the final Satellite scenes, a stagehand has placed a dashboard on the control console. Standing behind the dashboard, Mike Nelson will pretend to steer the Satellite.

From the pit below the stage, Kevin Murphy gives some last-minute instructions. "Mike, you're very much in command."

"As always," replies Nelson. He grabs the steering wheel. It snaps off in his hands.

The crew cracks up. Nelson smiles and shrugs.

Just another day on the Satellite of Love.

Rick Swan once asked a date to climb aboard the Satellite of Love, at which point she slugged him.

BEST OF THE WORST

A PEEK AT SEASON EIGHT FOR "MST3K"

With the doors open to the Sci-Fi Channel's film library, "MST3K" has access to a new universe of schlock. Here's what's in store for the first chunk of the coming season:

Episode 1: "Revenge of the Creature" (1955). Brain-dead sequel to the not-bad "Creature from the Black Lagoon." Look for Clint Eastwood as a lab technician.

Episode 2: "The Mole People" (1956). Subterranean civilization of rubber-headed, uh, monsters. Hugh Beaumont—the dad in "Leave it to Beaver"—stars.

Episode 3: "The Leech Woman" (1960). Woman finds eternal life by slurping hormones from murdered men.

Episode 4: "The Deadly Mantis" (1957). Giant insect wreaks havoc in Washington, gets stuck in tunnel.

Sometime this season: "The Thing That Couldn't Die" (1958). Decapitated head longs for its missing body. A love story.

Even with the Sci-Fi Channel's resources, some movies remain out of reach. "We can't get the rights to quite a few of them," says co-producer Kevin Murphy, "because it takes a lot of money and a lot of lawyers." The cast names some films they'd love to get their hands on.

Kevin Murphy: " 'Highlander 2.' One of Sean Connery's most embarrassing moments."

Jim Mallon: "Anything with rubber-suited mutated atomic monsters."

Bill Corbett: " 'Star Wars' would be a gas."

Mike Nelson: "I've always liked 'Road House' with Patrick Swayze."

Mary Jo Pehl: " 'Waterworld.' It's so inept."

SWAN? I REMEMBER WHEN HE WAS AN UGLY DUCKLING.
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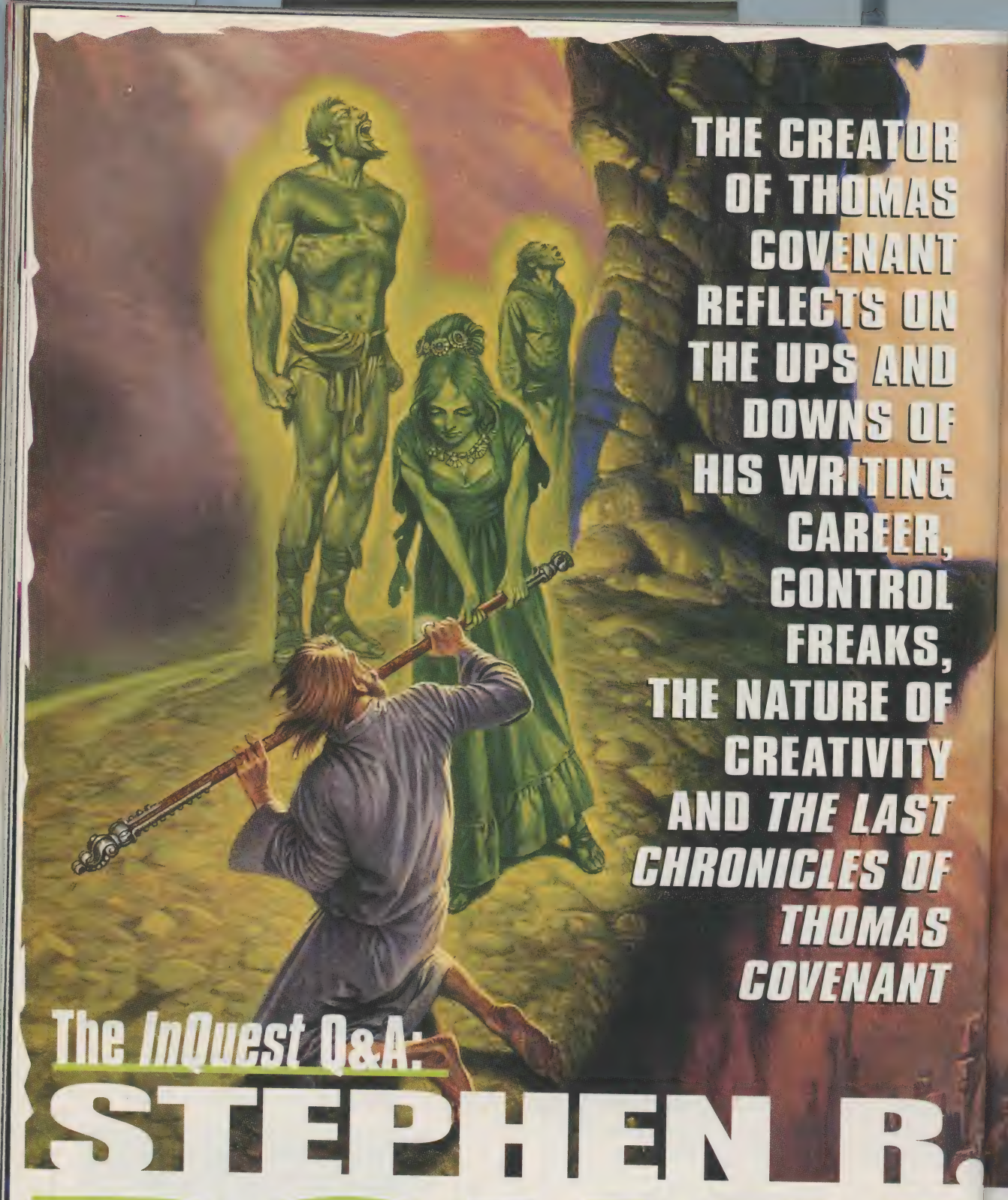

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The *InQuest* Q&A:

STEPHEN R. DONALD

"Except for the 'Covenant' books, I've had a career that's a very minor success," says Stephen R. Donaldson, author of the phenomenally popular six-volume fantasy series, "The Chronicles of Thomas Covenant." "By and large, there are no Donaldson fans, only 'Covenant' fans."

It's clear from his tone that this candor is not meant to be a complaint, but merely an observation of a very frustrating fact. Somehow the career that took off with an instant bestseller, *Lord Foul's Bane*, and a prestigious 1979 John W. Campbell Award for Best New Writer, became merely above average.

Still, Donaldson is undaunted. After all, he's working at what he loves, a life *very* different from the one he knew growing up. His parents were Presbyterian missionaries; his father was an orthopedic medical missionary whose patients included lepers. Donaldson lived in India from the time he was four, returning to the U.S. just before his senior year of high school. At first, the culture shock was overwhelming ("I didn't have a clue about dating or how to act around members of the opposite sex. I felt like a real pariah."), but he regained his footing at college, where he realized he wanted to be a writer.

After earning an M.A. in English Literature from Kent State, Donaldson moved to New Jersey and became a full-time writer in the early '70s. In 1977, he moved to New Mexico, where he has lived for the past 19 years. "I like it because it is so beautiful, and the sky is so open and so deep—but I also like it because it's normal to be an artist around here. It's okay to be a writer. In New Jersey, people always seemed to think it was weird." Divorced, Donaldson lives alone, but still keeps an office outside his home for his writing. "I used to obsess all the time about my writing, but having an office keeps me from taking the work home with me at the end of the day."

Speaking from his cozy office in sunny Albuquerque, Donaldson shared his thoughts with *InQuest* about the popularity of Thomas Covenant, his new science fiction epic and the ups and downs of his writing career.

"THE COVENANT CHRONICLES"

The epic fantasy series "The Chronicles of Thomas Covenant" is the story of Thomas Covenant, a leper in the our world who finds himself mysteriously summoned to a fantastic realm called The Land. The inhabitants of The Land believe Covenant is the reincarnation of a long-lost hero, returned to help them defeat the forces of evil led by Lord Foul the Despiser. Overwhelmed by the beauty of The Land and unable to deal with the pressure of bearing The Land's most powerful source of magic, Covenant denies The Land's existence and refuses to help its people. As the world falls prey to the dark schemes of Lord Foul, Covenant is finally forced to confront his beliefs—and the fact that he is the only one who can truly save The Land.

INQUEST: ***Okay, the question fans have been dying to know: Will there ever be another "Covenant" trilogy?***

DONALDSON: More now than in the last 15 years I am thinking favorably on the idea of writing "The Last Chronicles of Thomas Covenant." For years, my ego prevented me from considering it very seriously. But I think my ego has suffered enough abuse recently that it's now keeping a lower profile. So, yeah, I've started to think about the idea.

If I ever get it done, in "The Last Chronicles" Thomas Covenant will become Lord Foul. I think this would be way cool—it's a great idea. However, it's kind of a frightening idea to me because the ambition behind this story is so large that it's hard for me to picture myself carrying it off. I like to think that each of the "Covenant" stories raises the stakes from the previous ones, and this one certainly would raise the stakes.

Would the third trilogy truly be the end of the "Covenant" series?

In "The Last Chronicles," the world is going to end. There won't be any loopholes. There won't be any possibility that anybody, especially me, could write more in this particular world. I want to do something that is literally apocalyptic. After you do that, anything else would be anti-climatic.

What about prequel "Covenant" books?

You can have an almost infinite number of books about The Land if you simply went backwards in time, the way many of my readers would like me to. But the answer to the question is definitely *no*. My brain doesn't work that way. In a certain sense, I am not so much a world-builder as I am a storyteller, and sequences are a very important part of storytelling. I just can't imagine going backwards.

After all you've written, does it bother you that the "Covenant" books are the only ones people seem to remember?

It *is* a problem. It's only six out of 17 books—10 years out of more than 20 as a writer—but it's still everybody's primary

Screaming artwork © 1996 Darrell K. Sweet. Courtesy of FPG, WC.

DSON

A gap ship from *This Day All Gods Die*

Artwork © Paul Youll

interest. When I get into a newsgroup on the Internet, people aren't debating the "Gap" books, they're debating "Covenant." When I go to conventions, 95 percent of the questions I'm asked have to do with "Covenant."

Do you have any idea why "Covenant" struck such a chord with readers?

Some of it simply has to be *zeitgeist*: it happened to fit the times. That aside, I've got this theory. The entire history of the U.S. has been predicated on a "frontier mentality," on the discovery of a vast and magical world. Our forefathers got to do that stuff and now here we are stuck in a world with nothing left to discover—but we all yearn for it.

With 'Covenant,' I think the fantasy world itself has made the books so popular. The good guys serve The Land because it is the most wonderful and magical thing they know. All these Giants, and *Haruchai* [a legendary race], and Ranyhyn [race of great horses] and Lords are devoted to the wonder and the glory of their own physical environment. Then you bring in a crappy old guy like Thomas Covenant, and he can't stand it! But eventually he comes around, because that's one of the points of the story: that ultimately wonder and glory are good for you.

How did you come up with the idea for "The Chronicles of Thomas Covenant"?

It was the idea of unbelief that came to me first. In particular, I wanted to write about an unbeliever [Thomas Covenant] who is able to confront the archetypal villain of some fantasy world, precisely because he has approached the problem from a position of unbelief.

Then one day I was listening to my father give a talk on leprosy, and it occurred to me that if I was going to write a story about somebody who doesn't believe in fantasy, that I should write about somebody whose real life gives him the most powerful reason possible to believe in fantasy. And whose real life could possibly be worse than a leper's? As soon as I decided that my unbeliever was going to be a leper, everything else was easy.

Where did the other characters, like Lord Foul and Foamfollower [a giant who helps Covenant], come from?

In a way, they're all different facets of Covenant's personality. Kevin Landwaster [the Lord who enacted the Ritual of Desecration and began the poisoning of The Land] and the *Haruchai* are like the control freaks in Covenant, the ones who blame themselves for everything, because they are megalomaniacal enough to believe they should be enough to repair the world. Lord Foul and the Ravers [Foul's minions] are the part of Thomas Covenant that agrees with what's happened to him. Society rejects him and makes him feel his disease is contemptible, so Covenant despises himself.

What about Hile Troy, another real-world character introduced to The Land? How does he fit into the second book, The Illearth War*?*

His function in the story was as a foil for Thomas Covenant. Everybody in the story and everybody who reads the story wants Thomas Covenant to make up his mind. "Will you please stop dithering and save the word, for God's sake!?" Well, I wanted to show what happens when you think that way. Hile Troy wants to save the world and his position is "Give me the damn ring! I can do it!" No hesitation. This man knows what he wants to do and he is willing to take any risks to get there.

And guess what, this is a dangerous way to think. Power has consequences that don't care whether your heart is in the right place or not...Hile Troy becomes dangerous precisely because he is exactly the person the readers want Thomas Covenant to be.

Did the first "Covenant" book, Lord Foul's Bane*, really get rejected 47 times?*

Oh, yes. I went through every fiction publisher in the U.S. from A-Z, and they all turned it down. I resubmitted it to Ballantine then, because I didn't know what else to do. Ballantine had published Tolkien, and I figured if anyone could afford to take the chance on an unknown, it was them.

Lester del Rey [then fantasy editor at Ballantine] admits in retrospect that the only reason he actually read my manuscript was because it was the only one in his slush pile that weekend that was neatly typed. Lester didn't have any Ballantine stationery, so his acceptance letter came in a plain white envelope and I didn't open it right away. In fact, I was about to throw it away...until I realized it had a 1st-class stamp.

It seems like there was no market for fantasy novels before the "Covenant" books appeared.

It's not that simple. Tolkien came out, sold

mega, and nobody really knew what to do. Most publishers adopted a wait-and-see attitude, but Ballantine hired Lin Carter to edit an adult fantasy line. Carter was a lunatic and also very self-serving, and he published five years' worth of books which basically did nothing but prove that fantasy could not sell.

Now Lester del Rey had always said this was because Carter was a bad editor, and if somebody would give him [del Rey] the job, he'd prove it. Lester got the job and published Terry Brooks' *Sword of Shannara*. That was really the turning point book. It was an absolute "Lord of the Rings" rip-off, but it sold mega copies. The publishing world was taken by storm, and before anyone could catch their breath, Lester Del Rey was there saying, "I happen to have this big three-volume fantasy by a fellow named Donaldson...." And by the time "Covenant" had been out a year, every competing publisher had a fantasy editor.

What kind of response did you expect when **Lord Foul's Bane** *came out?*

Oh, I didn't expect a response. I didn't even care whether there was a response! After 47 rejections—I mean, when they sent me proposed cover art, you could have killed me then and I would've died happy!

"THE GAP CYCLE"

Donaldson's latest series, "The Gap Cycle," explores the darkest regions of the human soul. Driven temporarily insane by Gap sickness, police officer Morn Hyland destroys the ship she serves on and is saved by cut-throat space miner Angus Thermopyle. Taking her aboard his ship, Angus enslaves Morn with an electronic "zone implant" which allows him to make her do whatever he wants. Framed by the notorious space pirate Nick Succorso for the destruction of the police vessel, Angus is forced to turn Morn over to Succorso. As the pirate prepares to travel to the edge of known space to meet with the insidiously evil and alien Amnion, a race bent on human extinction through genetic mutation, the police extend Thermopyle a deal he can't refuse: Stop Succorso and the Amnion before it's too late.

INQUEST: *After doing "Covenant" and the "Mordant's Need" fantasy books, what made you decide to try science fiction?*

DONALDSON: Well, I don't actually decide these things. My imagination gives me stuff and I work with what I get. This idea came to me, and it was clearly science fiction, and there just wasn't any way to tell it that it wasn't science fiction. People often ask me, "Why do you write all that horrible stuff?" The best answer I have is, "What makes you think I have a choice?" If you try to control what your imagination does, you kill it.

So you weren't attempting to address any contemporary issues such as sexual abuse, or political injustice, when you wrote the "Gap Cycle"?

No. I don't write to preach. I have missionary blood in my veins and missionary thinking in my brain, and it's important for me to control all that. What I try to do is bring the fullest possible sensitivity to whatever story I happen to be telling, so that if issues are implicit in the story, I'll be aware of them and allow them to express themselves.

One issue I *do* care about is political control. We seem to live in an age of "control freaks," where the goal of everyone's political agenda is to control someone else's behavior. That's clearly a part of the "Gap Cycle."

Much of your work seems to revolve around themes of power and guilt and redemption.

I've always been attracted to ideas that involve the power of guilt. Without the consequences of guilt, I don't believe you can really have the strength to make effective change. For example, I had this central image of a god-like figure who creates a world and then realizes he's done wrong and has to destroy himself as part of the process of correcting the harm of his own naiveté. That idea had been floating around in my head for 20 years, with me not knowing quite what to do about it, until I combined it with the novella that became the first "Gap" book [*The Real Story*].

Where did the actual idea for the "Gap Cycle" come from?

One day I was driving along and this name just appeared in my mind. *Angus.* So I chanted it to myself for six months: *Angus...Angus Thermopyle.* You know, I was obviously insane—but then nobody ever said I wasn't. Pretty soon—and I didn't plan any of this—it was just *Angus,* and then *Morn Hyland.* I had two things. Once I got to *Nick Succorso,* which was another four months, I had the story and from there seven years of my life came about.

The last "Gap" book, **This Day All Gods Die,** *came out a little*

INSIDE THE MIND OF... STEPHEN R. DONALDSON

What happens when you ask a professional writer to respond to words drawn from some of his best-known work? We found the answers *very* enlightening.

COVENANT: Promise.

MORN HYLAND: Literally, I think of *morn*—morning. And *Hyland* is the Highlands."

WHITE GOLD: My first marriage.

ALIENS: Um, my second marriage.

TOLKIEN: Rings.

FANTASY: Survival.

EVIL: Contempt.

FOAMFOLLOWER: He was one of those wonderful, imaginative discoveries that your brain does for you that you can't predict. I met Foamfollower when he was sailing up the river in his boat to meet Covenant. I knew there were giants in the area, but I didn't know what they were like, and I had the sensation that he arrived from somebody else's mind. So my association there is *wonderful discovery."*

SCIENCE FICTION: The "Gap" books.

THE LAND: Psychodrama.

LORD FOUL: At WorldCon some years ago, somebody came to the masquerade in a chicken suit, and he called himself "Lord Bane's Fowl." I told him, "You should have come as an intestine and called yourself 'Lord Fane's Bowel.' "

VITAL STATS

NAME: Stephen R. Donaldson

BIRTHDATE: May 13, 1947, in Cleveland, Ohio

OCCUPATION: Writer

BASE OF OPERATIONS: Albuquerque, New Mexico.

CAREER HIGHLIGHTS: Author of 17 novels, including the best-selling six-volume "The Chronicles of Thomas Covenant." Winner of the 1978 British Fantasy Award for the first "Covenant" trilogy and the 1979 John W. Campbell Award for Best New Writer.

while ago. What part of the writing cycle are you in right now?

The "Gap" series was a big project, so it's taken me a little while to unwind from finishing it. I'm not ready to take on another novel yet, but I'm getting there.

ON WRITING

With its unconventional anti-hero protagonist and decidedly grim tone, Donaldson's "The Chronicles of Thomas Covenant"—along with other late '70s best-selling fantasies like Terry Brooks' "Shannara" books and Michael Moorcock's "Elric Saga"—resurrected the momentum of Tolkien's "Lord of the Rings" and helped catapult epic fantasy once again into the popular mainstream. Over the last 20 years, Donaldson has created the classic "Covenant" trilogies, the fantasy series "Mordant's Need," the science fiction "Gap Cycle," as well as numerous short stories, and is recognized as one of the most respected fantasy authors of our time.

INQUEST: *What was your first published work?*

DONALDSON: *Lord Foul's Bane.* I have a whole file cabinet of stuff I wrote before that, but I think of all that as my journeyman work.

What's the writing process like for you?

It tends to go in cycles. After I finish a big project, I go through a period where I write short stories because I need to write something I can see the end of. Then for some reason I feel the need to write a mystery novel, and then somehow that gets me ready to think about doing another big project.

I'll bet not too many people know you write mysteries.

The mystery novel seems to me to be the perfect place to inquire into the nature of the human heart—into whatever it is that makes someone go around killing people or committing other crimes. I've written three mysteries, which no one knows about because the publishers insisted I use a pseudonym [Reed Stephens]. They're all out of print now. If you don't happen to stumble on them in a used bookstore, you'll never see them.

One reason they didn't sell very well is because mystery readers want series, but I'm just not a fast writer.

How much do you typically write in a day?

I have done a really full days' work if I do 2,000 words. And it's much more common in the past decade that I'll write 1,000 words a day.

What's your favorite among the books you've written?

I have different favorites for different reasons. The fifth book in the "Gap" series [*This Day All Gods Die*] is one I'm very proud of as an exercise in story design. I have a feeling that not just anybody could have pulled all the pieces of the story together. I felt that I made all the plot threads pay off, and I was really pleased with how the story came together at the end.

On the other hand, the fifth "Covenant" book, *The One Tree*, is a favorite because I was true to my inspiration in the face of a huge amount of pressure to alter my work.

You mean pressure from your editor?

Yes. My editor in those days was Lester del Rey. He was very open-minded in how he discovered new talent, but then very close-minded about what he wanted that talent to do after he discovered it. Having let me do my own thing in the first "Covenant" trilogy, he wanted to dictate the second. After Book Four [*The Wounded Land*] was released, he rejected Book Five [*The One Tree*] and told me to look for another publisher, which is unheard of—especially since Book Four was a bestseller. But I stood by my guns and the publisher backed me up instead of him.

How do you start a writing project?

I am a writer who can't write unless I know the end of the story. If an idea doesn't imply an ending to me, then I have to let it sit until something comes along which allows me to visualize where I'm going. Once I know that, then my brain comes to life and I can start designing all the other stuff.

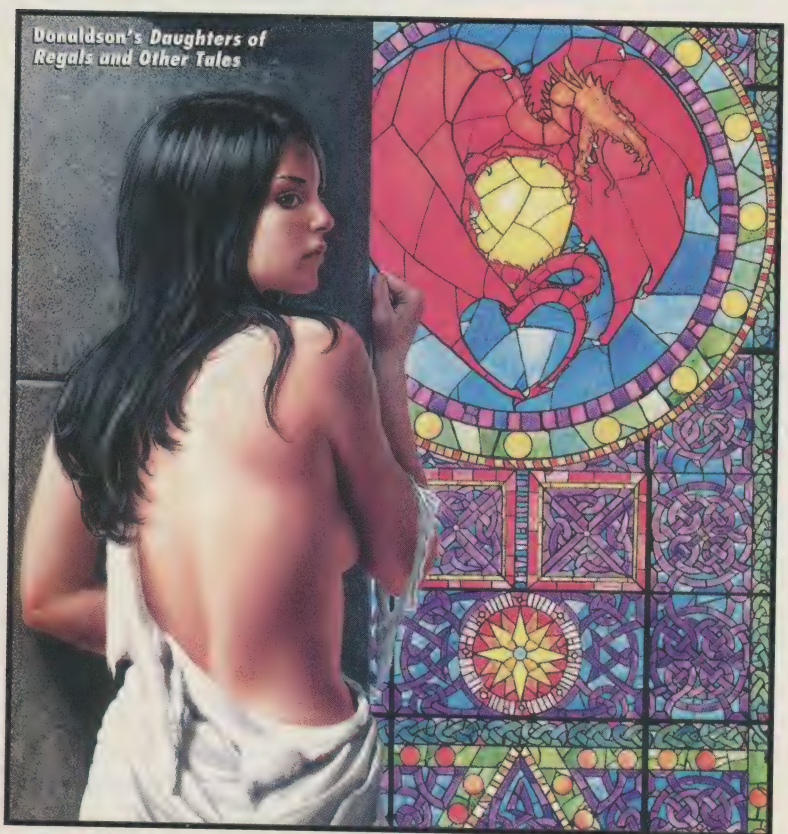
"The Gap Cycle" and the "Covenant" series are both epics. Why are you attracted to the epic as a framework for your writing?

Historically, epics were for tackling the Big Questions, like "What is the meaning of life?" One reason they ceased to be popular is because we came into the 20th century and decided there is no "meaning of life." The universe is an unthinking physical construct which functions by physics rather than by divine grace, and to interpret it is silly.

With "Lord of the Rings," J.R.R. Tolkien reinvented the epic as far as modern literature is concerned. Tolkien renewed our ability to write about magic and monsters and wonderful worlds—but he did it by explicitly stating, "This has nothing to do with the world we actually live in."

What originally attracted you to Tolkien's work?

His use of metaphors to talk about the nature of being human. We all exist in a state of conflict between the real world,



Artwork © Michael Whelan

and the yearnings and wonders that exist in our dreams. I think the tools of fantasy—the magic and monsters—enable us to try to talk directly about those parts of being human that go beyond mundane reality.

How has "Covenant"'s phenomenal sales affected your career?

Ballantine refused to publish the "Gap" books. They basically said, "Well, we let you do 'Mordant's Need,' and nobody bought it. You've proved that 'Covenant' is the only thing you can write, so now we will not publish anything you do except 'Covenant.' "

On the other hand, "Covenant"'s track record meant that when I took the "Gap" project to Bantam, they thought, "Oh gosh, maybe this will do as well as 'Covenant.' " So they were eager for exactly the same reason Ballantine was uninterested.

What's the hardest part of writing for you?

What I do not enjoy is having to change point of view. I like the kind of storytelling where I can immerse myself in one character.

I found "The Gap Cycle" brutal to write. Partly it was the subject matter and the language, but the real trouble was, for practically every chapter, I had to change point of view—which meant that I had to recreate the world from a different person's eyes. It was a very stop-and-start kind of writing.

Did you always want to be a writer?

It was a very sudden discovery I made about myself during freshman orientation at college. At my end of the dormitory there were something like five National Merit Scholars, there were three people who were supporting themselves as professional musicians, and there was a guy who had already written six novels: All this creativity within three rooms of me!

I got an idea for a story, so I just started writing it, and I became entranced by the experience of writing as well as enchanted by the story itself. Afterwards, I showed it to a few professors and I got a lot of encouraging feedback. That encouragement helped me make the commitment to become a writer.

What was your darkest moment as a young writer?

The absolute worst was with my mother. My parents passed away a long time ago, so the only thing my mother ever read was a novel I had written—part of my "journeyman" work. After my mother read it, she said, "I feel like I have been taken to an incredibly elegant restaurant, and we order this gracious meal, and the waiters bring out the food in covered silver dishes and line up around the table. On the *maitre d*'s signal, they all lift the covers together, and what's on the trays is garbage."

Fortunately I got so pissed off, I don't think it even slowed me down.

What's the first thing you do when you finish a book?

I want somebody to look at what I've done. I get depressed when I finish a book and somebody doesn't read it right away. Fortunately, my agent is good about making the commitment to read it.

What's the weirdest piece of fan mail you've ever received?

The single weirdest one was written on a roll of toilet paper. I remember it was extremely hard to read because the pen [tore] through the tissue, but what it appeared to say was, "Please help me, they've got me trapped in my bathroom and you're the only person I trust and this is the only paper I have. Come and rescue me."

The postmark was from somewhere in Florida. The letter was addressed to me through my publisher, and I'm grateful because I do not *ever* want to meet that person!

How about the most gratifying fan mail you've received?

These days, the most gratifying response I can get is anything from someone who's read something besides "Covenant." Realistically, anything from people who recognize the importance of what I'm trying to do with regard to character. What I'm trying hardest to do is to bring my characters to life. When someone responds in a way that makes it clear I've succeeded, that's more gratifying than any other kind of praise.

Charlene Brusso used to feel guilty about being a control freak, but she's got that under control now.

"I HAVE ALWAYS PERCEIVED MYSELF AS NOT LOOKING LIKE A SERIOUS PERSON. THIS IS NOT A PLUS FOR THE AUTHOR OF A SERIOUS BOOK. SO I'VE ALWAYS STRUGGLED TO GET PICTURES WHICH MADE ME LOOK AS GRIM AND OMINOUS AS POSSIBLE. IF YOU HAVE SEEN THE PHOTO ON THE BACK OF THE 'GAP' BOOKS, WE FINALLY SUCCEEDED. I CALL THIS MY 'DARK AND HUNGRY' AUTHOR PICTURE. IT MAKES ME LOOK LIKE MY NEXT PROJECT WILL BE ABOUT AXE MURDERERS."

THE DONALDSON COLLECTION

If you're interested in entering the universes of Stephen R. Donaldson, the following books are currently in print.

"The Chronicles of Thomas Covenant"

The First Chronicles:

- *Lord Foul's Bane* (Ballantine, 1977)
- *The Illearth War* (Ballantine, 1977)
- *The Power That Preserves* (Ballantine, 1977)

The Second Chronicles:

- *The Wounded Land* (Ballantine, 1980)
- *The One Tree* (Ballantine, 1982)
- *White Gold Wielder* (Ballantine, 1983)

"Mordant's Need"

The Mirror of Her Dreams (Ballantine, 1987)
A Man Rides Through (Ballantine, 1988)

"The Gap Cycle"

The Real Story (Bantam, 1992)
Forbidden Knowledge (Bantam, 1992)
A Dark and Hungry God Arises (Bantam, 1993)
Chaos and Order (Bantam, 1994)
This Day All Gods Die (Bantam, 1996)

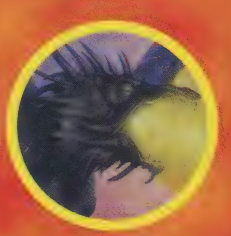
Other Books

Daughter of Regals and Other Stories (Ballantine, 1984)
Gilden-Fire (Underwood-Miller, 1982)
Strange Dreams: Unforgettable Fantasy Stories, edited by Donaldson (Bantam, 1993)

HERE THERE BE DRAGONS

THE TOP 10 DRAGONS OF ALL TIME

BY ANDREW KARDON



DRAGON	ORIGIN	CLAIM TO FAME	LEGEND	ODD FACT
LEVIATHAN	Biblical	He's got the whole world in his hands, literally.	Leviathan is so huge, its coils actually encircle the Earth. With its tail trapped in its mouth, Leviathan prevents the Earth from falling apart. According to the Old Testament, Leviathan will battle its nemesis, Behemoth, on the the Day of Judgment. The two will kill one another and the righteous of the Earth will feed upon Leviathan's flesh, use part of its shiny skin for tents and the rest to cover the walls of Jerusalem so all the world can see its golden splendor. (Geez, and we thought sleeping with Christmas lights was rough!)	Even with its tail lodged in its mouth, Leviathan feeds on other normal dragons and can supposedly consume a year's flow of the river Jordan in one single gulp.
TIAMAT	Ancient Mesopotamia	The Universe's mom and occasional guest star on the "Dungeons & Dragons" cartoon.	At the world's beginning, there were two primordial beings: Apsu, the Great Void, and Tiamat, the female incarnation of the sea and chaos. Without much else to do, ol' Apsu got a bit randy and impregnated Tiamat, who gave birth to the first gods. Apsu saw them as annoyances and was plotting to kill them when a few of his kids overheard his plans and struck first, killing Apsu. Determined to avenge her husband, Tiamat spawned a new breed of monsters to attack her other children. (Apparently some dragons can give birth spontaneously.) After an epic struggle, Tiamat was slain by her son Marduk, the sun god.	After Marduk killed Tiamat, he cut her in two, creating the heavens with one half and molding the Earth with the other.
APEP	Ancient Egypt	Daily dismemberment and beheading	Every day as the Egyptian sun god Ra attempted to move to the sky, he first had to defeat Apep, the dragon of the Nile and lord of the underworld. Each night, when Ra reached the western horizon, he floated in his nightboat beneath the earth, through the realm of the dead. To pass through the darkness, Ra had to hack up and decapitate Apep, whose body was reconstituted every day, continuing the cycle. Thus, each dawn is essentially a victory of light over darkness.	Occasionally, Apep catches a break from his daily ass-kicking and gains sovereignty of the sky during the daytime…too bad it's only during a solar eclipse.
NIDHOGGR	Norse myth	A living, breathing weed-whacker	At the heart of the Norse universe was an enormous ash tree called Yggdrasil that represented the order of creation, with its three roots stretching to Asgard (home of the gods), Midgard (Earth) and Niflheim (the underworld). Nidhoggr lived in Niflheim and kept busy by gnawing at Yggdrasil's roots, threatening to destroy it. (For some reason, he had a problem with the order of creation. Go figure.) Fortunately for the rest of the universe, it was repaired daily by beings called Norns who sprinkled gravel and water on the tree from a sacred well.	When Ragnarok (the end of the world) eventually hits, Yggdrasil will still stand, and Nidhoggr will fly off over the Hills of Darkness with the bodies of the dead on his wings.

QUETZACOATL	Mexican	Biggest wuss dragon	Just like "Tom and Jerry," Quetzalcoatl (the Aztec feathered serpent god of the wind, wisdom and life) and Tezcatlipoca (god of trickery and darkness) always fought. Unfortunately for the peaceful Quetzalcoatl, Tezcatlipoca always won. Quetzalcoatl ruled the village of Tollan until Tezcatlipoca, wanting to destroy everything Quetzalcoatl held dear, massacred everyone in town. Believing he failed his people, Quetzalcoatl set fire to Tollan and headed toward the sea, where he sailed away on a raft of serpents. According to Aztec myth, Quetzalcoatl would one day return in triumph, which the Aztecs thought happened in 1519. Unfortunately, it was just Cortes and the Spanish conquistadors who ruthlessly annihilated the Aztecs, destroying their empire. Some prophets.	Zoologists consider Quetzalcoatl a mythological fusion of a serpent and a real bird, the quetzal, found in Mexico, Guatemala and Costa Rica.
LUNG	Chinese	Friendliest dragons this side of Puff	There are four main types of lung. The t'ien lung is the celestial dragon that protects the heavens. The shen-lung is the spiritual dragon, master of storms and bringer of rain. The ti-lung is the dragon of land, stream and river, spending springtime in heaven and autumn in the sea. The fu-ts'ang lung is the treasure dragon, guarding secret hoards of priceless jewels and metals within the deepest, darkest vaults of the earth.	Chinese dragons go through a profound metamorphosis spanning some 3,000 years. At the lung stage, they are actually deaf, as their ears are dysfunctional. Within 500 years from this stage, however, they grow a pair of horns through which they can hear.
DRAGON OF COLCHIS	Ancient Greek	Never touched a drop of NyQuil	Jason, the rightful King of Thessaly, was sent to Colchis to fetch the Golden Fleece. This highly prized treasure was guarded by an ever-vigilant dragon in the Colchian king's service. With the help of Medea, who was the king's daughter and a potent sorceress, Jason found the Fleece. Rather than foolishly attack the dragon straight on, the duo resorted to cheap parlor tricks. Medea concocted a sleeping potion out of poppy seeds which Jason sprinkled into the dragon's eyes with the help of a really, really long branch. Once the dragon was asleep, Jason stole the Fleece and ran off with Medea.	In some accounts, Jason is swallowed and regurgitated by the dragon before he successfully captures the Golden Fleece.
BEOWULF'S DRAGON	Old English	Loved eating Danishes	When a vicious dragon started terrorizing the Geatish kingdom (hey, he had good reason: some of his treasure had been stolen), a hero and Danish king named Beowulf led a small army of men to stop the creature. As his blows bounced ineffectually off the dragon's hide, Beowulf stood his ground even while being engulfed in the dragon's flames. He struck again, this time at the dragon's head, but the blade of his sword struck bone and shattered. (Damn rentals.) Then, as the dragon clutched Beowulf in its mouth, the hero (with a dagger from his belt) and his companion Wiglaf stabbed at the dragon's head, eventually killing it.	Ironically, Beowulf was poisoned by the dragon's venom and died soon after he killed the beast.
FAFNIR	Norse myth	Big bully	During his youth, the giant Fafnir killed his dad, gained his treasure and then magically transformed himself into a dragon to better guard his treasure and ravage nearby towns for more. Enter hero Siegfried, who dug a pit along a path Fafnir used on his daily trips to the watering hole. and covered it with branches. Siegfried hid in the pit awaiting Fafnir's arrival. As soon as Fafnir was above the pit, Siegfried thrust his sword deep into the dragon's soft underbelly, jumped out of the pit and slew the selfish beast.	Composer Richard Wagner immortalized Fafnir in his opera "The Ring."
SMAUG	Tolkien's Middle-earth	Fat, lazy bastard	Smaug was an old dragon who would lay for days in his cave sprawled out over his massive treasure, with one eye always slightly open looking for thieves. After being robbed by hobbit Bilbo Baggins, Smaug was incensed. In a rage, the great dragon attacked the Lake Men of Esgaroth, but was killed by an archer named Bard who sank an arrow deep within Smaug's only vulnerable spot, a small hole in his underbelly. (Again with the underbelly?) Wracked with pain, Smaug fell to the waters below and died.	Smaug's stomach was protected by a layer of gemstones that became embedded there from centuries of laying on his treasure hoard. One jewel fell out, and it was at that spot Bard aimed his killing blow.

Dragon art™ & © TSR except Lung © Michael Whelan

Pro Tour V

Magic power cards predominate at the Dallas Pro Tour

By Beth Moursund

The big guns were out in force in Dallas for the second *Magic: The Gathering* Pro Tour of the 1996-97 season. Using direct damage, Scott Johns blazed past a field of Moxen, Black Lotuses and Ancestral Recalls for a Type I tourney title and $11,200. Two Winter Orb/Icy Manipulator lock decks faced off in the 1996 junior championship, with Justin Schneider's winning the $16,000 top prize, and Paul McCabe used an unorthodox Necrodeck to claim the masters title and $26,000.

All in all, $250,000 in prizes were awarded at the Nov. 22-24, 1996, tournament. The junior championship boasted 151 players and there were a record 242 participants in the masters field. Both divisions used preconstructed decks from recent *Magic* sets, per the standard Type II tournament format.

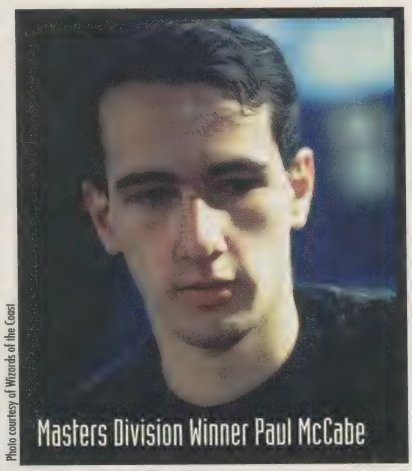


Photo courtesy of Wizards of the Coast

Masters Division Winner Paul McCabe

Type I Tournament

On Friday, Nov. 22, the tourney format was Type I—all sets allowed. Deck types were many and varied; "power cards" were everywhere. The tournament room must have contained a significant percentage of the entire world's supply of Moxen, Black Lotuses, Ancestral Recalls and Time Walks. Mirror Universe plus Necropotence formed a deadly combination, allowing a player to spend all his life during upkeep and then trade life totals with his opponent.

When it came down to the finals, though, two Californians and their zoo decks—fast decks featuring Savannah Lions, Kird Apes, Gorilla Shamans and direct damage—faced off. Scott Johns, 23, of Northridge, defeated Huei-Saint Shwe, 22, of Sunnyvale, for the $11,200 first-place prize.

Johns said his favorite tournament moment came during the quarterfinals vs. Tom Guevin. Guevin went first and played a land, Mox, Lotus and Zuran Orb, then cast Balance and sacrificed his land to the Orb. Johns looked rather perturbed. "So I have to discard down to two." He studied his hand. "Well, the first three are easy," he commented, and dropped three Guerrilla Tactics!

The Junior Championship

The junior event wasn't just a standard Pro Tour tournament: It was the junior championship for the 1995-96 season. In the final match, 16-year-old Jeremy Baca, a Team Dallas member and local favorite, faced Justin Schneider, 15, of Lutherville, Md. Both were playing Winter Orb/Icy Manipulator lock decks, which made all their duels long and slow.

Schneider won the first two games, but Baca came back to win the next pair. Far into the final duel, Baca brought out a Jester's Cap. "I was like, 'That's game,'" Schneider said. "I was about to concede."

But Baca bypassed Schneider's Feldon's Cane, instead removing Divine Offering, a Jester's Cap and a Kjeldoran Outpost. In the end, this decision proved fatal. Schneider used the Cane to recycle his library when both players were down

The Top Decks

Paul McCabe

Masters Champion
$26,000
Age 18
Toronto, Canada
Deck Type: Black, big-creature Necro
Strategy: Gain card advantage by using Stupor, Hymn to Tourach and Mind Warp on opponent along with Necropotence to fill your own hand. Use Lake of the Dead and Dark Rituals for massive mana surges to bring out a large creature or cast a big Drain Life.

Jason Zila

Masters Finalist
$16,000
Age 16
Huntington Beach, CA
Deck Type: White/blue Winter Orb lock
Strategy: Lock your opponent down with Winter Orb and Icy Manipulator. Use Swords to Plowshares and Wrath of God to clear out any creature threats; save Arcane Denial for Seeds of Innocence and other disasters. The deck has only two sources of damage: one Black Vise and one Kjeldoran Outpost. Often wins by slow library depletion.

Brian Hacker

Masters Semifinalist
$9,000
Age 22
San Diego, CA
Deck Type: Black weenie, minor Necro
Strategy: Not a typical Necrodeck, but rather a black weenie deck complete with Bad Moons and Erg Raiders along with some land destruction. It has only two Necropotences and one Nevinyrral's, one Hymn but no Stupors—no *Mirage* cards at all, in fact. Against fast decks, Hacker sideboarded out all the Necro components. He finished the Swiss part of the tournament in first place.

Chris Pikula

Masters Semifinalist
$9,000
Age 21
Chesterton, IN
Deck Type: Black/red weenie/Bolt
Strategy: Very fast damage. Hit your opponent with Black Knights and Hypnotic Specters, and use Lightning Bolts, Incinerates, Drain Life and Fireball as creature control or direct damage, whichever is needed. Necropotence is used to refill the hand, but it's "suicide Necro"—the deck has no Nevinyrral 's Disks.

to just a few cards and won when Baca's deck ran dry.

See "Justin's Jubilee" for a list of Schneider's deck and more on his championship run.

The Masters Division

Necropotence, weenie and Winter Orb decks dominated the top ranks of the masters division. The ultimate winner, however, 18-year-old Paul McCabe of Toronto, didn't wield a standard Necrodeck.

McCabe's deck has only seven creatures—nine if you count Mishra's Factories. It usually wins with one big creature or a large Drain Life, powered by Lake of the Dead. (See "McCabe's Mastery" for a complete deck list.)

"I made it about three months ago, right after just being continually beaten by Necro," McCabe says. "I wanted to see if I could make a Necrodeck work that centered around what I thought were dumb cards. I made the deck basically to try to be funny—to, in a way, prove that Necro was broken. And I just put in Mind Warps, Lakes of the Dead, which I thought were terrible at the time, everything....

"I went to tournament after tournament and I just kept winning. When I didn't really have a lot of time to test for this tournament, I just sort of took a deck off the shelf, and it was this one."

McCabe met 16-year-old Jason Zilia of Huntington Beach, Calif., in Sunday's championship match. The first turn set the tone. McCabe laid down a Swamp and Zuran Orb, then cast Demonic Consultation and picked up a Necropotence. Later, McCabe, kept mana-short by Zila's Icy Manipulator, used a second Consultation to grab a Nevinyrral's Disk at the end of Zila's turn; he then cast the Disk with Dark Ritual.

Down to his final breath—one life—McCabe Disked and turned the tide. Soon after, he put down a Lake of the Dead and used it to bring out a Sengir Vampire. Three Vampire attacks ended the game.

The second and third duels were both close, but the cards simply weren't on Zila's side; McCabe won both and the $26,000 first prize. Zila settled for $16,000.

McCabe later admitted to being lucky: In pre-tourney play-tests, he had won roughly half of his matches against a deck similar to Zila's.

After the first nine rounds of play on Saturday, Brian Hacker, 22, of San Diego, led the field with 16 match points, and six other players had 15 points (two points were awarded for match wins, one point for ties). That left one quarterfinal spot open for eight players with 14 points. Columbus, Ohio, Pro Tour winner Olle Rade (see "Pro Tour 3," *InQuest* #17) got it by virtue of his opponents' strong overall record.

But Rade's creatureless permission/burn deck fell to Hacker's black weenies in a single-elimination quarterfinal match. Hacker in turn lost to McCabe to set up the final.

Beth Moursund has logged more miles covering tournaments than G.O.D.

McCabe's Mastery

This is the deck Paul McCabe used to beat Jason Zila for the Dallas Pro Tour masters division championship and its $26,000 purse.

Creatures
4 Hypnotic Specters
1 Ihsan's Shade
2 Sengir Vampires

Other Spells
3 Contagions
4 Dark Rituals
2 Demonic Consultations
4 Drain Lives
1 Hymn to Tourach
2 Mind Warps
4 Necropotences
4 Stupors

Artifacts
1 Ivory Tower
4 Nevinyrral's Disks
1 Serrated Arrows
1 Zuran Orb

Land
2 Lakes of the Dead
2 Mishra's Factories
1 Strip Mine
18 Swamps

Sideboard
1 Contagion
4 Dystopias
3 Infernal Darknesses
1 Lodestone Bauble
1 Serrated Arrows
1 Soul Burn
3 Stenches of Decay
1 Stupor

Justin's Jubilee

Justin Schneider, protégé of two-time U.S. national team member Michael Long, looked much like his mentor as he sat down for the finals in bare feet and backward baseball cap. At tense moments he was very serious, but when duels were going his way he often started whistling through his curled tongue.

When asked about his deck, Schneider was quick to disclaim credit. "It's not my deck, it's Michael Long's deck. We fell asleep making decks yesterday, and we woke up and had just 10 minutes to make this deck." Long himself ended up choosing a five-color deck, which didn't do nearly as well.

The card in Schneider's deck that drew the most comments was the Soul Echo in his sideboard. Though he didn't use it in the finals, Schneider said it had worked well for him. "Soul Echo has actually won me two games so far this tournament. I was down to like negative 20 from a Forsaken Wastes. With a Soul Echo you only lose a counter to damage, not when you lose life, so it was really good."

Another sideboard card, Tidal Wave, lent itself to Schneider's semifinal win over Jeff Simoneau by killing an attacking Ihsan's Shade in two consecutive games.

In the finals, Schneider proved the superiority of Marble Diamonds over Fellwar Stones. After one Armageddon, he played no lands, thus rendering Baca's Stones useless.

Schneider's blue spells were also critical in several games. Hurkyl's Recall followed by Armageddon left his opponent without mana and forced to discard vital cards. Political Trickery allowed him to steal a vital Kjeldoran Outpost in at least one game.

White
3 Armageddons
1 Balance
4 Disenchants
1 Divine Offering
1 Enlightened Tutor
1 Land Tax
3 Swords to Plowshares
3 Wraths of God

Blue
4 Arcane Denials
2 Mystical Tutors

Land
4 Adarkar Wastes
5 Islands
8 Plains
2 Ruins of Trokair
1 Strip Mine

Artifacts
1 Black Vise
1 Feldon's Cane
4 Icy Manipulators
1 Ivory Tower
3 Marble Diamonds
3 Serrated Arrows
3 Sky Diamonds
3 Winter Orbs
1 Zuran Orb

Sideboard
1 Circle of Protection: Red
2 Hurkyl's Recalls
4 Jester's Caps
2 Kjeldoran Outposts
2 Political Trickeries
1 Soul Echo
2 Tidal Waves
1 Wrath of God

Justin Schneider

Junior Champion
$16,000 scholarship
Age 15
Lutherville, MD
Deck Type: White/blue Winter Orb lock
Strategy: Nearly the same as Zila's Winter Orb deck. Schneider's deck, designed by Michael Long, had a few more Diamonds, one more Armageddon, and no Cities of Brass or Kjeldoran Outposts. His only ways to win before sideboarding were Black Vise or slow library depletion.

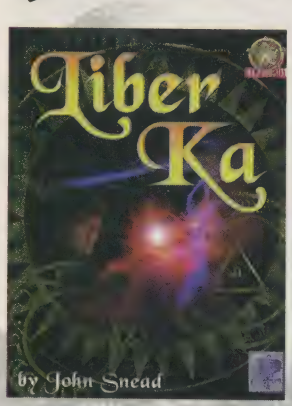
Jeremy Baca

Junior Finalist
$10,000 scholarship
Age 16
Richardson, TX
Deck Type: White Winter Orb lock
Strategy: Another Icy Manipulator/Winter Orb lock deck, designed by George Baxter and Shawn "Hammer" Regnier. Its damage comes from four Kjeldoran Outposts and four Mishra's Factories, plus a Vise. Typical strategy is to create a soldier token or two, then Armageddon and use the Icy/Orb combination to keep the opponent locked down while the soldiers

ROLE CALL

By MATT FORBECK

JANUARY roleplaying releases



▲ LIBER KA

▲ LORDS OF THE KNOWN WORLDS

It's 1997, and that means it's time to ring in the new year with a load of new games. Strangely enough for a *new* year, many of this month's products are actually oldies but goodies: reprints or repackaging of older game supplements or new editions of games. Still, if you missed them the first time, you should get them this go-around. After all, if they were good enough to last this long, they must be worth getting, right?

ATLAS GAMES

OVER THE EDGE: SECOND EDITION. A revamped edition of the game of modern conspiracy that inspired the *On the Edge* CCG. It's got new firearm rules and a snazzy new look. 240 pages. $25.

FORGOTTEN LIVES. Just in time for the second edition, this is a collection of six unrelated *Over the Edge* adventures to get you going. 112 pages. $15.95.

PIERCED HEART. This first *Over the Edge* novel centers around Communion (a drug that permits conversations with the Higher Power of your choice). Written by Robin D. Laws, co-author of the game. 207 pages. $14.95.

CHAOSIUM

THE COMPACT TRAIL OF TSATHOGGUA. A reprint of the classic *Call of Cthulhu* mini-campaign centered around the horrors of the North (Canada, Greenland, etc.). Find out what Bigfoot looks like, Cthulhu-style! 48 pages. $8.95.

LIBRE KA. A sourcebook of authentic occult magic for *Nephilim*. Packed with new spells and information on using sorcery in the modern game world. 96 pages. $14.95.

HEARTBREAKER

THE FOUR RIDERS. In the second part of the *Venusian Apocalypse* trilogy for *Mutant Chronicles*, the heroes go after a mysterious disk uncovered in the Tomb of the Second Seal. But it's never that simple, is it? 40 pages. $8.95.

BEYOND THE PALE. The *Venusian Apocalypse* trilogy concludes in a battle for Heimburg that could literally determine the fate of Venus. It's up to the heroes to save the day—if they can save themselves! 40 pages. $8.95.

HOLISTIC DESIGNS INC.

LORDS OF THE KNOWN WORLDS. Featuring a Michael Kaluta cover, this *Fading Suns* supplement details the five Noble Houses, plus lots of minor houses. Be a Noble so you can lord it over the common folk! 144 pages. $18.

IMPERIUM

FIRST SURVEY. A Milieu 0 companion for *Traveller*, this atlas covers around 50 sectors of the Vilani Empire and surrounding territories, defining the systems of the Sylean Federation too. 120 pages. $20.

IRON CROWN ENTERPRISES

BLACK OPS. The first genre book for *Rolemaster Standard System* introduces players to the realistic world of modern assassins and spies. Engage in covert operations and infiltrate foreign lands under deep cover. Includes two sample adventures. 128 pages. $16.

METROPOLIS

CLAVIUS INFERNA: LEVIATHAN. The first in a three-part *Kult* campaign covering three weeks of play, the protagonists (no one in *Kult* is really a hero) start out investigating a bizarre murder in Berlin and enter a dangerous game with a serial killer. 112 pages. $17.95.

MYRMIDON

THE MYSTERY CODEX. This *Witchcraft* supplement has information about new Covenants, as well as rules for creating and playing supernatural creatures such as Vampyres, Phantasms, the Relentless Dead and the elusive Sidhe. 200 pages. $22.95.

PALLADIUM

LONE STAR. The 13th *Rifts* worldbook explores the Coalition State of Lone Star and the infamous Lone Star Genetics Complex. Plus, learn all about the Dog Boys and other infamous mutants. 160 pages. $16.95

◀ BLACK OPS

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PINNACLE ENTERTAINMENT GROUP

BOOK O' THE DEAD. The dead kick up some dust in this *Deadlands* sourcebook featuring new powers for those who have returned from the grave. It's also got full rules for creating Harrowed characters from scratch, plus an adventure in which all the heroes start out dead! 128 pages. $20.

R. TALSORIAN GAMES

CHAMPIONS: THE NEW MILLENNIUM. The first Hero Games product with its new publisher, this features the new Fuzion rules, which combine the Hero and Interlock (RTG) Systems. This new game concentrates on the superheroes of the '90s! 192 pages (16 full-color). $25.

STEVE JACKSON GAMES

IN NOMINE GM'S SCREEN. Sure, you've finally got the game you've been waiting years for (*In Nomine*), but you need something to hide behind so the players can't figure out all your secrets (at least not right away). A three-panel screen with a 32-page adventure book. $10.95.

GURPS MECHA. The world of giant robots (with an appropriate anime and manga flair) finally comes to *GURPS*. In addition to all the rules you'll ever need, there's a detailed campaign setting: Cybermech Damocles. 128 pages. $17.95.

TSR

THE SEA DEVILS. The latest Monstrous Arcana (*AD&D*) book launches a new series based upon creatures from the depths. It's packed with details about the ultra-nasty sahuagin and includes a full adventure. 96 pages. $20.

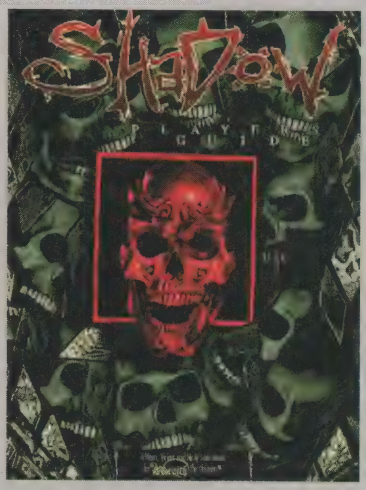
HOGUNMARK. A new domain sourcebook for *Birthright* (*AD&D*) reveals the lore of a land in the frozen north. 32 pages. $8.95.

FOUR FROM CORMYR. An anthology of four *AD&D* adventures set in the Forest Kingdom of Azound IV, part of the *Forgotten Realms*. Use them separately or string them together for your campaign. 128 pages. $20.

FACES OF EVIL: THE FIENDS. This *Planescape* (*AD&D*) sourcebook examines the fiendish races of the Lower Planes (remember: they're not demons or devils—they're fiends!). A must for those interested in the seamier side of the *AD&D* multiverse. 96 pages. $18.95.

WEST END GAMES

STAR WARS INSTANT ADVENTURES. This *Star Wars* book is packed with one-night roleplaying adventures for Rebels everywhere. It comes with full-color character and ship-recognition cards too. 96 pages. $15.



WHITE WOLF

BASTET. This extra-large breed-book for *Werewolf: The Apocalypse* discusses the enigmatic werecats. Over 100 new gifts, rules for Cat Magic and two never-before seen tribes. 160 pages. $18.

DREAMSPEAKERS. Learn more about *Mage: the Ascension*'s masters of the spirit realm in this new tradition-book. 72 pages. $10.

SHADOW PLAYER'S GUIDE. Explore the dark side of your *Wraith: The Oblivion* character with this hefty sourcebook. It's got new archetypes, merits, flaws and thorns for Shadows and Spectres alike, along with the long-awaited Connaisance arcanos described in the *Players Guide*. 144 pages. $18.

•InQuest Product of the Month•

The Babylon Project from Chameleon Eclectic

It's been a long time coming, but it's finally here! Based upon the cult-favorite hard science-fiction TV show *Babylon 5*, this brand-new RPG comes jam-packed with everything you'd ever want to know about the Bab 5 universe. Set before and during the show's first season, players can take on a variety of roles as Humans, Centauris, Narns, and Minbari. The game features mechanics that help GMs build epic campaigns with solid storylines, just like the show's.

You want history? There's a full timeline that starts from present-day Earth and ends with the first season, including information never revealed on the show itself. Want maps? There's a complete layout of the station and a guide to known space, including all the jumpgates and the places they lead? Interested in the alien races? *TBP* has secrets on top of secrets that most *B5* fans would sell their mommas to the Shadows for.

The 200-page book comes in full color, featuring great art by the likes of Mark Poole as well as lots of computer-rendered images or photographic stills from the show. Fans of the show will want this book just for the extensive background material which reveals lots of things untouched in the show. And for only $25, it's a great deal.

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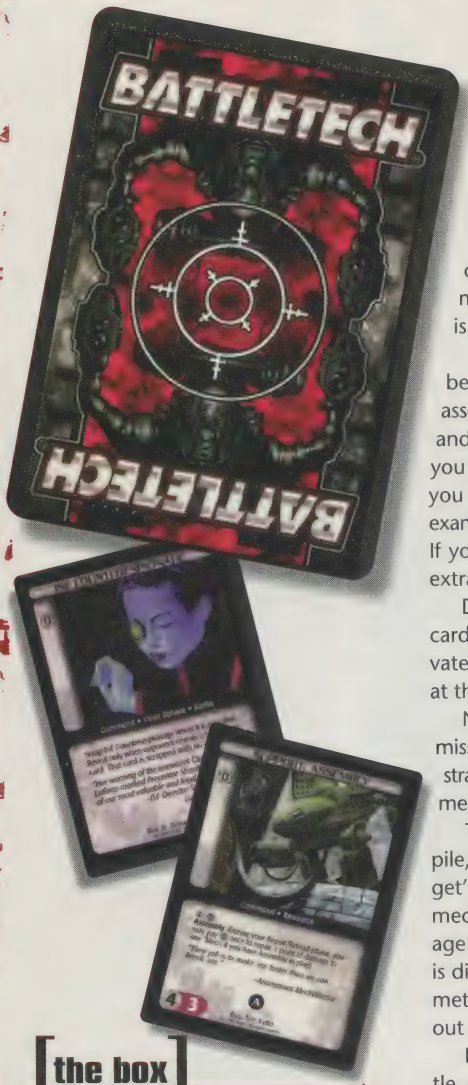
[on deck] Reviewing the latest releases in collectible card games

BattleTech



Giant 30-foot-tall machines of destruction battling for supremacy in the 31st century—what is this, the Transformers? No! It's the setting for the *BattleTech* collectible card game, the latest brainchild of *Magic* creator Richard Garfield. Based on FASA's classic war-game, the *BattleTech* CCG involves using various resources to construct enormous piloted robots called mechs. Each player then uses his mechs to attack his opponent or to block attacks made by his adversaries.

Your turn begins with a draw phase, where you draw the top two cards of your stockpile. Next, you can deploy (put into play) up to two cards face-down from your hand. After you have deployed a card, you must add resources to it in order to activate it. During this time, the card is considered to be under construction, and very vulnerable.

The basic resource cards typically cost nothing to activate, so they can be used immediately. Each resource card also provides you with one of five assets: assembly, logistics, munitions, politics and tactics. Constructing mechs and other command cards takes a set number of resources, some requiring you to have one or more assets in play. If you don't have a specific asset that you need, you can pay extra resources to finish constructing the card. For example, the mech Black Hawk D requires two resources and the assembly asset. If you don't have an assembly asset in play, Black Hawk D lets you pay an extra three resource points as a substitute.

During your deploy phase, you may tap your resources to add counters to cards under construction. When you have enough resource counters to activate the card, you may reveal it. If it is a mech, the card will come into play at the end of your turn; otherwise, it is effective immediately.

Next comes the missions phase, where the battles begin. You may take as many missions as you want during your turn, so there is a considerable amount of strategy involved as to how many mechs to send out on each mission, how many mechs to save for blocking and the order in which you attempt your missions.

Tap the mechs you want to go on a mission, then choose a target: the stockpile, a card under construction, a mech—virtually any card in play. The target's owner has the opportunity to block enemy mechs by tapping available mechs on "patrol" to intercept the attacker. If a mech is not blocked, damage is automatically done to the target. If the target is the stockpile, one card is discarded for every point of damage done. This, of course, is the standard method of victory. You can wait 30 turns for your opponent to draw himself out of cards, but it's much quicker if you hammer away at his stockpile.

Battle occurs when a mech is blocked or directly attacked. During the battle, each mech does damage equal to its attack value, plus any other damage capabilities it has. Many mechs have additional features that may add to their attack value or that allow them to shoot missiles toward either one of the mechs blocking it or at the intended target.

All cards that are valid targets, mechs and command cards alike, have an armor value and a structural value. When you damage a mech, you must first do damage equal to its armor value. Then any extra damage goes toward the structural value. Structure damage is marked with counters that remain until the mech is healed (and that ain't an easy trick). When a mech has taken damage counters equal to its structural value, it is destroyed and put in the "scrap heap" or discard pile.

You may also play mission cards during a mission. (Duh!) These cards cost nothing to play and produce effects like doing more damage, preventing dam-

[the box]

BattleTech

Publisher: Wizards of the Coast
Designer: Richard Garfield
Genre: Science Fiction
Set Size: 293 cards
Release: November 96
Packaging: 60-card starter decks with six-sided die; 15-card booster packs
Suggested Retail: $8.95 per starter deck; $2.95 per booster pack

[ratings] THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · POOR

[breakdown]

battletech card description

A. Card Name: Makes sorting much easier.

B. Construction Cost: The amount of resources it takes to activate this card. The 1L means you must pay one extra resource if you don't have the asset logistics in play. Ditto for the 2M.

C. Vital Stats: Although rarely used in game play, there are times when things such as the weight of the mech actually matter.

D. Keywords: The first word tells what type of card this is: mech, command or mission. The rest of the keywords tell what affiliation the card belongs to (and what decks it can be used in under the Universe deck-construction rules).

E. Special Abilities: Cool mechs can do things…like overheat. Hey, some like it hot…

F. Flavor Text: Thanks to *Magic*, it's a CCG trademark.

G. Armor: The amount of damage the card soaks up before it starts to hurt.

H. Structure: The amount of hurtin' damage the card can afford to take before it is scrapped.

I. Attack Value: How much damage the mech does during a mission.

J. Speed: Slow, moderate or fast. Mechs can usually only block mechs that are of equal or lesser speed.

age, blowing up your own mech to wipe out the other combatant—cool stuff like that.

BattleTech is very easy to learn straight out of the box. Unlike other games which require someone to show you how to play, you will have learned most of the rules by the end of your first game, even if you are learning with other beginners and just a starter deck each.

One of the great things about *BattleTech* is that you don't need a lot of cards to enjoy it. Most of the starter decks I tried played quite smoothly without adding any cards, and the single one that didn't wouldn't need more than a booster pack or two. And unless you are playing the optional Universe deck-construction rules (which limits the type of cards you can put in your deck), $20 worth of cards will put you in the pilot's seat.

Unfortunately, the aesthetics of the game aren't nearly as good as its mechanics. The layout of the cards could be greatly improved; the cards look plain and uninteresting, utilizing space poorly. Looking across the table, key elements such as the speed of a mech (used to determine whether or not a mech can block) are hard to spot.

Even though the game plays smoothly and is easy to learn, it is likely that you will quickly find some rules or cards that are unclear or confusing. Expect A LOT of errata. (What else is new with Wizards of the Coast?)

The rulebook could be better organized and the different blocks and formats through the book are often more distracting than useful. And although it's nice that prevalent mech abilities like jump and anti-missile are explained on the cards, why is there no mention of them in the rulebook?

But despite these gripes, *BattleTech* is enjoyable and fun to play. And, although you may have seen many aspects of the rules in other collectable card games, the compilation of old ideas in a new format, creates a distinctively new game.

BattleTech may look like *Magic-Runner: The Eternal Struggle,* but the design and mechanics work well, making *BattleTech* one of the better new games to come out. If you're a fan of FASA's *BattleTech* line—or if you just like the idea of having big futuristic robots beat the pulp out of one another—you'll get a kick out of *BattleTech.*

—Todd Posey

[the good]

- *BattleTech* is one of the better mutliplayer games out on the market. The game mechanic works equally well with any number of people. Due to the combat nature, you will find the game to be quite fun and entertaining with larger groups.
- The game works well with a single starter deck—a definite plus, as this not only makes the game cheap for you, but it also makes it accessible to many of your friends.

[the bad]

- The card design is horrible. Every one of the three major card types looks the same from across the table. Color and icons would make a big difference.
- Many of the cards and rules are just too vague or confusing! *BattleTech* is sure to be a classic Wizards of the Coast (100 pages of errata) game.

[the ugly]

- Although the art quality is above average overall, a good portion of the artwork is substandard— it looks like drawings I could do myself. (Which really doesn't say much.)
- Chances are if you buy four boxes, you still won't have a complete set. The distribution is horrible; I opened four starter decks out of the same box and three of them had the same rares. Yuck!

BattleTech™ & © Wizards of the Coast & FASA

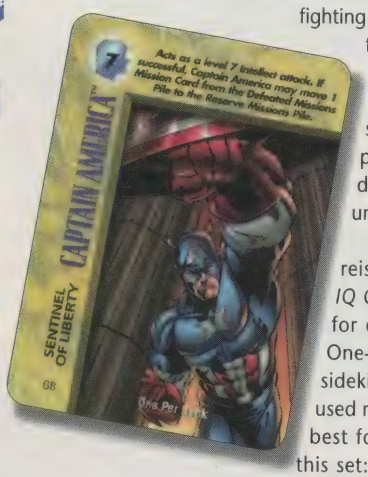
[on deck] Reviewing the latest releases in collectible card games

IQ OverPower

Throw your *OverPower* cards away. Wait! Take that binder out of the trash! I didn't mean *all* of them, just your old hero cards. See, you won't want them anymore now that *IQ OverPower*'s on the shelves. This latest expansion set for Fleer/SkyBox's game of superhero team-ups reissues all the heroes from *OverPower, PowerSurge* and *Mission Control* with brand-new features that make the old versions obsolete.

The first change you'll notice will be the addition of the intellect stat, first seen in *DC OverPower* a few months ago. Now, all your heroes will be able to take advantage of the power, multipower and universe cards available for the new statistic. Some heroes really benefit from this change—Mr. Fantastic and Doctor Doom most notably, since they get to use level-eight power cards now—while others just get another opportunity for a spectrum KO. Either way, that little blue head icon will certainly change the way you play *OverPower*.

But wait, there's more! Heroes with less than spectacular power grids return with permanent special-like powers that not only fit with the characters' histories, but boost their usefulness significantly. Gambit, for example, can use multiple Charge Object specials in a battle, avoiding the rules against duplication. The Punisher can't be cumulatively KO'd with fighting cards. Jean Grey can play Telepathic Unity from the reserve slot. The Black Cat's power cards are +1 if used on defense. The list goes on and on, and I wouldn't be surprised if this caused at least a few *OP* players to put down their Strength-cheese decks and start playing with specials and universe cards again.


7
Acts as a level 7 Intellect attack. If successful, Captain America may move 1 Mission Card from the Defeated Missions Pile to the Reserve Missions Pile.
SENTINEL OF LIBERTY
CAPTAIN AMERICA
08

Don't get the idea that this is just a reissue set; there's plenty of new stuff in *IQ OverPower*, too. There are new specials for each hero, including more than a few One-Per-Decks, and four Marvel allies (those sidekick cards introduced in *DC*) to get them used more efficiently. And—yes, we saved the best for last—there are eight new heroes in this set: Forge, Shadowcat (yeah!), Nick Fury, Henry Pym (a.k.a. Yellowjacket/Giant-Man/Ant-Man/Goliath), the Kingpin, the Red Skull, the White Queen and the Green Goblin.

IQ OverPower takes the CCG version of the Marvel Universe and starts it over from scratch, taking old characters and reinventing them in a fresh new format. You know, kinda like "Heroes Reborn" was supposed to do for the comic-book version. The difference, of course, is that fans of *OP* will find the changes made in *IQ* a real improvement. If there was ever any doubt that *OverPower* was a first-rank card game, the doubt ends here.

—Jason Schneiderman

[the box]

IQ OverPower

Game: *Marvel OverPower*
Publisher: Fleer/SkyBox
Designers: Ron Perazza and Steve Domzalski
Genre: Superhero Comics
Set Size: 291 cards
Release: December, 1996
Packaging: 15-card booster packs
Suggested Retail: $2.95 per booster

[the good]

- Updated hero statistics. Most of the characters' stats have been "adjusted" to balance their new intellects and to make them more realistic as far as the comics go. Captain America, the world's greatest soldier, finally has an eight in fighting. Thor, the god of thunder, gets his energy boosted to a seven. And Spider-Man becomes something like the flagship character he ought to be.
- Non-combat specials that are worthwhile, and inherent abilities that give you a reason to put them into your deck.

[the bad]

- The new changes aren't errata, which means that if you want to take advantage of the new statistics, you'll have to get all-new copies of your old heroes. Frankly, that's a dirty trick. Most *OP* players would buy the expansion for the new specials and heroes alone. Why make them buy characters they already have?
- No Angel. Boo. Hiss. Let me complete my set of classic X-Men already.

[the ugly]

- Bet you didn't know that the glowing white circle icon on some of the specials is an Any Power icon; it can't be used for spectrum KO's, but it also doesn't fall prey to any of the icon-specific defenses. Why is this ugly? 'Cause this is one of the few places you'll hear this—there's no rules card enclosed with the boosters.

All characters, related names and indicia are ™ & © 1996 Marvel Comics. OverPower ™ & © 1996 Fleer SkyBox International

[ratings] THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · POOR

[on deck]

Fans of H.P. Lovecraft know that he had an amazing knack for infusing otherworldly horror into ordinary places like quiet New England towns and university halls. Less known, though, are his ventures into worlds of pure fantasy, where magic reigns and the wilds of outer space are no obstacle. This side of Lovecraft emerges in *The Dreamlands*, the first stand-alone expansion for the *Mythos* CCG.

4
Leng Spider
MONSTER
When revealed, the Leng Spider eats (Buries) one random Lesser Monster in the Directed Threat which it opposes.

The Dreamlands locations, part mindscape and part alternate dimension, are fully independent of the landscape of Lovecraft Country, known here as the Waking World. It's difficult to travel back and forth between them—you'll usually need a spell or the Dreamer attribute to do that—but there are may different ways to get Dreamlands monsters, artifacts, and tomes into the Waking World, where they're generally easier to reach.

And you'll want them, too. *Dreamlands* introduces lots of interesting wrinkles into the game of *Mythos*. There are monsters like the Basilisk and the Cat from Saturn which get to bypass different parts of combat, making it easier to get to opposing investigators. Having trouble finding the last card to complete your adventure? The Zenig of Aphorat serves as a generic replacement for any one required card. Tired of being frightened into submission by phobia decks? Play Phobophobia—literally, fear of fears—which redirects any one phobia towards the investigator of your choice

You'll also find that more traditional CCG strategies, like control-decks and countering-decks, become more viable with *Dreamlands*. Spells like Deflection (now, that's familiar) and artifacts like the Lute of Oonai add stopping power to *Mythos* decks, while monsters and allies will fall at your feet after the Dream Sending of Glaaki or the Mysteries of Thalarion. You'll also find cards that let you look at the top of your deck or at an opponent's hidden threat—for 13 seconds, of course.

I'd be remiss if I didn't mention the art somewhere in here; it's captivating, with the right mix of sublime and scary that characterizes a realm built of dreams and nightmares. Plus, there's more kitty-cat cards than any game short of *Garfield: The* CCG has a right to. (But don't take my word for it. Check out the *Dreamlands* "Killer Deck" on page 36 and see for yourself.)

There aren't many cards games that can stand up to *Mythos* aesthetically, technically or in terms of pure sanity-wasting fun. Chaosium takes this game of dark things and adds a brilliant sheen of sparkling color to it. In short, as far as expansions go, it's a card gamer's dream.

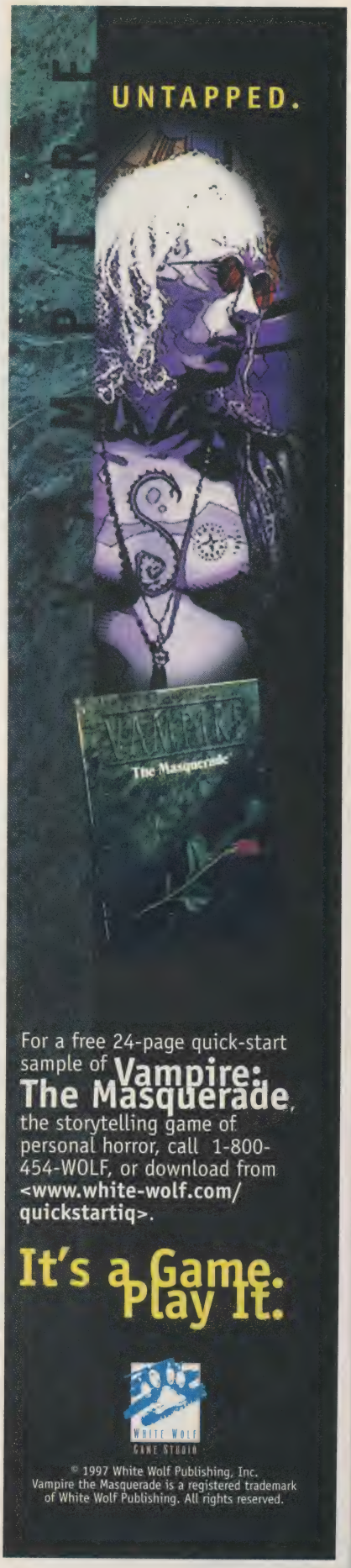
—Jason Schneiderman

[the box]

Dreamlands

Game: *Mythos*
Publisher: Chaosium
Designers: Eric Vogt and Charlie Krank
Genre: Horror
Set Size: 200 cards
Release: January 1997
Packaging: 60-card starters, 13-card boosters
Suggested Retail: $8.95 per starter, $2.95 per booster

Dreamlands™ & © Chaosium Inc.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[on deck]

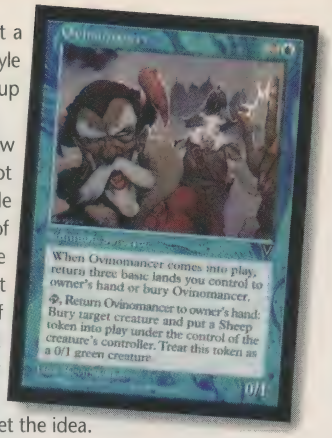
Multiverse Gift Box

The Multiverse Gift Box set by Wizards of the Coast contains two preview packs of *Visions* cards, a pack of Italian *Alliances*, a pack of Japanese *Chronicles*, a pack of French *Homelands* and a pack of German *Renaissance* in a very nice designer box. In fact, the box that the packs come in may be the nicest part of the package, perfect for storing up to 800 *Magic* cards.

The Gift Box is made of very heavy reinforced paper, is highly colorful and has a convenient shoe box-type cover. All in all, it is quite a beautiful piece of work. Of course, the fact that I am going on about the Multiverse Gift Box itself and not what's in it isn't a good sign...

The French *Homelands* and German *Renaissance* (the subset of all the cards that were added to *Fourth Edition* that aren't in *Revised*) contain cards that most people have in abundance or certainly can get fairly easily. *Chronicles* is going out of Type II in April so even though the Japanese cards are very cool (and marginally valuable) their usefulness is questionable. The Italian *Alliances* is nice 'cause it gives you one last chance at a Lodestone Bauble or Ivory Gargoyle before that excellent set dries up completely.

However, the *Visions* preview cards are mostly an uninspired lot and those are what most people will be interested in. Fourteen of the 25 cards are creatures—the new concept in *Visions* is "cast me and then pick up a bunch of your land" or "cast me and pick up one of your creatures" or "cast me and then at the end of turn pick me up." I think you get the idea.


When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer.
Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature.
0/1

When *Magic* first came out people commented on the infinite possibilities of the different types of cards you could make. With *Visions* it seems like WotC is trying new things and you can't fault them for being creative, but in these 25 cards their efforts fall a little bit short.

All in all, the Multiverse package makes for a good holiday gift and it has a high gee-whiz factor. Still, you'd have to think that a new player would be better served with a couple of starters and the veteran player would probably rather have a $20 card.

—Rich Lipman

[the box]

multiverse gift box

Game: *Magic: The Gathering*
Publisher: Wizards of the Coast
Genre: Fantasy
Release: November 1996
Packaging: One 12-card Japanese *Chronicles* pack, one 12-card Italian *Alliances* pack, one eight-card French *Homelands* pack, one German *Renaissance* pack, two 12-card *Visions* packs.
Suggested Retail: $19.95

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[on deck]

Starfleet Maneuvers

Starfleet Maneuvers is the first expansion for *Star Trek: The Card Game* and it covers material from the first half of the original television series. The set has its share of new crew and challenge cards, but the real meat of the set comes in the form of the permanent wild cards.

Whereas the basic set teased us with only a few permanent wilds, *Starfleet Maneuvers* adds 25 more cards to this potent category. This makes the permanent wilds a very visible part of the game—players will have to rethink their strategies as they integrate the new cards into their decks.

How much XCs (experience counters) do you devote to your permanent wilds? Do you pay one XC to use Aurora's special ability to force your opponent to discard a card at random and remove it from the game? Is it worth activating the Tantalus Field by paying four XC to remove a crew card card from the game, or should you just concentrate on getting your XC total up to 25 and not worry about your opponent's progress? With all the new permanent wilds, these are just a few of the tough decisions you'll have to make.

[the box]

starfleet maneuvers

Game: *Star Trek: The Card Game*
Publisher: Fleer/SkyBox
Genre: Science Fiction
Release: December 1996
Set Size: 160 cards
Packaging: 15-card boosters
Suggested Retail: $2.95

Kudos go out to new episode cards which, for the most part, have much more interesting game effects than the cards from the basic set. Cards like "The Apple" mission, which allows both players to draw a card for each wild played during the episode, are sure to shake things up.

There are also plenty of new effect cards (15 all told), which add yet another element to the game that wasn't fully developed in the basic set. If you thought Spock was tough before, wait till you give him a Lirpa—it grants +3 combat icons to a Vulcan.

With all these cool new additions, it's almost easy to overlook the new crew and challenge cards. Almost. Most of the crew members people have heard were used in the basic set—there are just too many nobody's in this set, and most of them are rather uninteresting. The challenge cards are even worse. Many of them either don't have any special abilties or require other cards to be really effective.

Still, the positives of this set outweigh the negatives, and it goes without saying that if you're a collector, you'll want to pick up a set. And if you're a player, you certainly don't want to miss out on all the strategic opportunities *Starfleet Maneuvers* offers.

—Jeff Hannes

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[on deck]

Anvil of Despair

A lot's riding on *Anvil of Despair*. The steady rise in *Legend of the Five Rings*' popularity means that more eyes are focused on this expansion than any before it, and experienced players have a long wish list. The game designers have pulled rabbits out of their hat; now the pressure's on for them to yank out an alligator.

[the box]

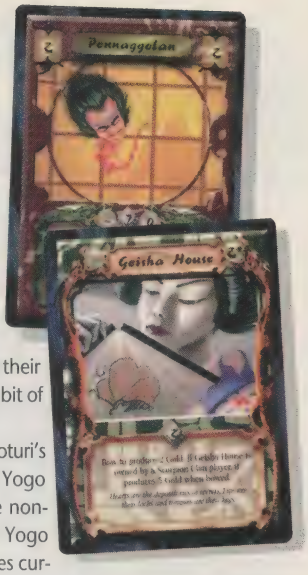
anvil of despair

Game: *Legend of the Five Rings*
Publisher: Five Rings Publishing Group
Lead Designer: Dave Williams
Genre: Fantasy
Release: December 1996
Set Size: 150 new cards, plus cards reprinted from previous expansions (starters only)
Packaging: Two 60-card starter decks (Toturi's Army and Yogo Junzo's Army); 11-card booster packs
Suggested Retail: $7.95 per starter deck; $1.95 per booster pack

©1996 Five Rings Publishing Group Inc.

What we get is somewhere in between—a really, truly *great* rabbit. *Anvil* is a terrific set, certainly the equal to previous expansions, but not dramatically superior to them.

Those struggling to pull off Enlightenment wins will be pleased by five new elemental items that make it easier to put the appropriate Ring into play from your hand. For instance, a Personality with the Mantle of Fire only has to win a duel, not beat someone with higher Chi, and you can play the Ring of Fire from your hand.



New Clan Personalities are always in demand, and every Clan gets at least one really good one. Several popular and powerful Personalities like the Crab Oni, Phoenix Master of Fire, and the Scorpion Seductress have become Experienced. The changes, though, are moderate story-driven ones. Using their new abilities effectively takes a little bit of cunning and advance planning.

Anvil's two new Strongholds—Toturi's Army (a ragtag band of ronin) and Yogo Junzo's Army (EVIL!!!), include the non-experienced versions of Toturi and Yogo Junzo. Toturi's Army kicks, and gives current tournament level decks a run for their money. Yogo Junzo's Army is a scream to play. It's a pure Shadowlands deck, so it's big, ugly, and mean, but has an Achilles' heel... *and* elbow... *and* knee...

The collation is perfect. With a box of 46 packs, I got 46 different rares, leaving me only four cards short of a set. Now that's impressive!

The art continues to be second to none (*love* those ninja ladies!). The greatest strength of *L5R*, however, continues to be this game's unfolding story. There are too many subplots and twists to detail all the developments here, but let's just say a lot of *very* cool things are going in Rokugan.

—Zen Faulkes

[on deck]

Settlers of Catan

Okay, let's get right to it. *Settlers of Catan,* the German board game designed by Klaus Teuber and published by Mayfair Games, is one of the best new games to come out in recent years, and it may well be one of the best board games ever.

The scenario is simple. You and up to three other players are trying to colonize the small island of Catan. The island (the game board) is constructed using 37 cardboard hexagons (19 land hexes surrounded by 18 water hexes). There are five types of land hexes and each produces a different resource: hills produce bricks, plains supply grain, mountains give you ore, forests produce wood and pastures give you sheep.

[the box]

settlers of catan

Publisher: Mayfair Games
Designer: Klaus Teuber
Genre: Board Game
Release: November 1996
Packaging: 37 hexagons, 158 cards, 4 sets of wooden game tokens and 18 counters.
Suggested Retail: $35.00
*For more info, including the complete rules, check out Mayfair's website at www.coolgames.com!

© 1996 Mayfair Games

During each player's turn, randomly rolled hexes produce their resources. If you have a settlement touching one of those hexes, you get one of the appropriate resource card. As you accumulate resources, you can trade them in to build roads, settlements and cities or to buy cards from the discovery deck.

Settlements and certain discovery cards are worth one victory point each and cities are worth two. The first player to reach ten points on his turn wins. You can also accrue points by such accomplishments as having the longest road in play.

Most of the fun comes from deciding where to build your settlements so as to maximize your resource production. Should you try and corner the market on lumber? Or should you build a network of roads to cut down your opponents' options? The strategies are endless.

The rules are crisp, smooth and easy to learn. Within five minutes, you'll be an expert. Mastering the strategy is another story. Since the land hexes are laid down randomly, the board–and your strategy–will be different for every game.

I'd go on and on about what a great game I think this is, but that wouldn't even do it justice. This is an incredible game, one of those rare gems that's sure to become a classic. So the next time you're at your local gaming store, put those costly booster packs down and pick up a copy of *Settlers of Catan.*

—Jeff Hannes

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[on deck]

Necropolis Park

The advance press releases about *Necropolis Park* described it as a healthy mix of dinosaurs, undead and "all things Egyptian." Well, I'll give you this: it's definitely all that and more wrapped into a 102-card expansion set for the most humorous CCG out there (sorry, *XXXenophile*).

L
Mayor McGreed
You can use any Gold Bribery Card in your Storage Hand as a ranged attack with a point value equal to its Up-number, but only if your primary match-up Creature is a Barnyard Animal.
Vitality
3
Mayor
CMP
Artwork © 1996 Wilson El Courtmanche™ is a trademark of FPG, Inc.

Necropolis Park doesn't add a whole lot in the way of new rules to the game, but there are plenty of cool new cards. Among the best of the new additions are the "accessory" magic items, which, when played, stay in play right next to your guardian so they're available for when you need them again. Their abilities vary: the Ancient Tome of Dispensation lets you add a face-down terrain to your storage hand once per turn, while Gifts of Isis and Osirus increase your guardian's CMP and vitality, respectively.

Glancing at the spells reminds a *Guardians* player just why he or she IS a *Guardians* player. Dork Age lets your creatures win if they're beaten by more than 10 Vitality (kinda makes you think twice about making a large creature deck, huh?). Then there's Morb's Revenge, which dispels any spell or magic item painted by Brom and forces that spell's caster to discard two double-bordered cards. What's next? The Wrath of Ztiam?

But the creatures provide the real meat-and-potatoes of this expansion. Theme deckers will not be disappointed with the new faces provided. Elemental lovers get a large group of saurians (dinosaurs) to choose from, and how could you not get a kick out of food characters such as the burger-headed Mayor McGreed and the taco-hat wearing Mayor McEvil?

And what about those undead mentioned earlier? Well, most of the new externals are undead with some pretty darn powerful special abilities. The High Priest of Sethos' ability forces both players to discard all of their double-bordered cards, and the Pharoh Djoser disallows spell-casting of ANY kind...and he can't be dispelled!

I've been saying to myself since *Dagger Isle*, I wonder if they can make the next expansion as good as the last or even better? Let me tell you, FPG hasn't let us *Guardians* players down yet. If you need further proof, take a tour of *Necropolis Park*. I'll bet an Exploding Tweezle that you'll have just as much fun with the new cards as I've had.

—Steve Zamborsky

[the box]

necropolis park

Game: *Guardians*
Publisher: FPG
Designers: Keith Parkinson, Luke Peterschmidt, Dave Gentzler
Genre: Fantasy
Set Size: 102 cards
Release: November 1996
Packaging: 8-card booster packs
Suggested Retail: $1.89 per booster pack

Necropolis Park ™ & © FPG

myths & legends

Exploring the creatures and fables of folklore

GOBLINS

BY JACK SKRIP

Like elves, dwarves and fairies, goblins are one of the fantasy genre's bread-and-butter races, familiar to fans of the genre and easily recognized when encountered in literature or games.

Goblins are shorter than the average human, muscular, a bit squat. They are usually greenish-brown, with pointy ears, a sqashed pig nose and...wait a minute. That's an orc.

Okay. Goblins are thin and wiry, with scraggly hair, long noses and big sharp fangs that...wait a minute. That's a troll.

Um, goblins like to sneak into people's houses at night and steal their kids...wait, fairies do that. I got it...goblins live underground, near mines, and...no, that's a kobold.

Geez. So what the hell *is* a goblin?

Goblins vary in size, shape and behavior in the poems, stories and films that have given us our collective sense of "goblinness." But despite the variety, there is a common bond linking the many versions of the goblin that populate our fantasy worlds.

Goblin comes from the ancient Greek *kobalos*, which referred on one hand to mischievous vagrants and thieves and on the other to ugly, demon-like creatures which they summoned to aid them in their crimes. The *kobalos*—a mischievous, ugly, supernatural creature—is the basic idea behind our understanding of the goblin.

Though the *kobalos* is part of Greek culture, virtually every culture around the world has such a beastie in its folklore. But as the *kobalos* swung through the branches of the Indo-European language tree, it stayed close to the concept in a number of cultures, eventually evolving into the goblin.

Goblin derives directly from *gobelin*, which entered the English language through the blending of French and English during the Medieval period. The *gobelin* is the French counterpart to the household spirits that appear in much European folklore.

Solitary in nature, the *gobelin* move into a house and say "Hi there!" by rapping on walls and doors, banging pots and pans around, breaking dishes, moving furniture and pulling bedclothes off of sleepers. The *gobelin* will stop wreaking havoc if the homeowners leave out food for it at night before going to bed. If treated well, the *gobelin* will do household chores for its adopted family and protect their home from prowlers and evil spirits.

The household spirit appears in pre-Medieval British folklore as the brownie. The French *gobelin* became a part of English folklore nonetheless, with emphasis placed on its ugliness and potentially dangerous actions, making the goblin into sort of an anti-fairy.

Whereas fairies were beautiful and delicate, the goblin was ugly and brutish. Whereas the fairy was mischievous in a playful way, the goblin's pranks could be downright deadly. And whereas fairies sometimes exchanged their own children for human babies, goblins kidnapped children and, like the Scandinavian trolls, often ate them.

While the goblin's roots lie in folklore, the contemporary goblin is derived primarily from fantasy fiction and has little in common with the household spirits of European folklore. Writers of fantasy shifted the goblin from the category of solitary household spirit to the organized non-human race (e.g., elves, dwarves, fairies). George MacDonald's *The Princess and the Goblins* (1872) is one of the first fantasy novels to present goblins as an organized race. However, MacDonald's goblins show aspects of the kobold in that they live underground and interfere with human mining efforts.

J.R.R. Tolkien also included "goblins" in his "Lord of the Rings" trilogy (1954). Referred to as goblins only in *The Hobbit*, the remaining volumes called them orcs. The use of the term goblin is explained away as a matter of dialect.

Anyone familiar with RPGs such as TSR's *Advanced Dungeons & Dragons* can see that fantasy literature has been far more influential than folklore in shaping the portrayal of goblins in the gaming field. The goblins in Wizards of the Coast's *Magic: The Gathering* CCG also share many of the characteristics of the goblins of fantasy literature, but the variety in artists' conceptualizations of the goblins, as well as the similarities that appear among some of the game's images of goblins, orcs, kobolds and trolls give us a sense of the varied folkloric legacy behind the goblin.

And being aware of this legacy makes clear why, within the fantasy genre, goblin is, quite literally, a household word.

Goblin art © John Bolton

Jack Skrip (skripj@sask.usask.ca) was kidnapped by goblins as a child. After years of repeated, desperate attempts, they finally succeeded in giving him back.

THE LORE

NAME: Goblins

ORIGIN: French folklore, and then some

DESCRIPTION: Short, ugly, impish humanoids

HOME BASE: Varies, from lurking in people's homes to living in underground caves

FAVORITE COMIC STRIP: "Little Orphan Annie"

CONTEST

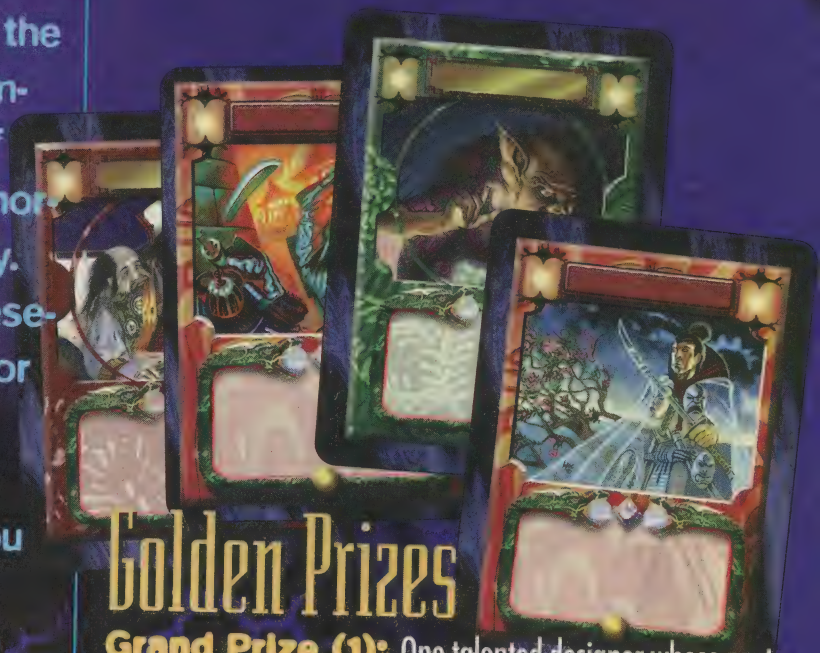
Legend of the Five Rings

Publishing Group Presents:

The Coat of Arms Contest

Those guys over at Five Rings Publishing have come out with another cool expansion for the *Legends of the Five Rings* game. It's called *Anvil of Despair* and it gives you two new clans—the armies of Junzo and Toturi—to help you regain your honor.

So how do you get the chance to win a complete set of *Anvil of Despair* or other honorable prizes? It's easy. Just design a Japanese-style coat of arms for a clan of your own design. You can use whatever medium you want—pens, pencils, inks, wasabi and soy sauce...whatever. Your entry can be no larger than 11" x 17". Be creative, and if it is your fate, you could win these:



Golden Prizes

Grand Prize (1): One talented designer whose coat of arms is deemed best will get a complete set of the *Anvil of Despair* expansion!

Second Prize (5): Five lucky winners will each get a full display box of *Anvil of Despair* booster packs!

Third Prize (20): Twenty lucky winners will each get a Junzo's Army deck and a Toturi's Army deck from the *Anvil of Despair* expansion!

Fill this out, attach it to your entry and send to:

L5R Coat of Arms Contest

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

Deadline is **February 28, 1997**

FIVE RINGS PUBLISHING GROUP

This month's contest is sponsored by Five Rings Publishing Group, and we think they're real swell.

LEGAL BUSHIDO

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Five Rings Publishing Group and their immediate families, or not so immediate clan members. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach to your entry. Enter as many times as you like. Mail each entry separately to: L5R Coat of Arms Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Come to think of it, the estate of John Belushi isn't eligible, either. He did far too many of those "samurai" routines on "Saturday Night Live." All entries must be received at contest headquarters by February 28, 1997. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality and creativity among all properly completed entries by Wizard Press. Judging will take place on March 14, 1997.

For a list of winners, available after March 14, 1997, send a self-addressed stamped envelope to: L5R Coat of Arms Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

The Coat of Arms Contest

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

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Card Stock

Tracking trends in the card game market

YEAR-END RELEASES ABOUND

By Dan Albaugh

DAISHI A Dire Wolf
17
SA SL
SM
'Mech • Clan • Omni • Smoke Jaguar
Anti-missile (Each missile assigned to a 'Mech in a group that includes Daishi A deals -1 damage) If Daishi A attacks and is blocked, it may deal up to 4 of its damage to the target.
4 11
12

Daishi A, the biggest mech in *BattleTech*, is fetching up to $10.

The most valuable card in *Hoth*, Commander Luke Skywalker, cruises in around $20.

A slew of new CCGs hit the store shelves just in time for the holiday season. Those year-end releases experiencing strong sales were *BattleTech*, *The Empire Strikes Back: Hoth*, *Legend of the Five Rings: Anvil of Despair*, *Middle-earth: Dark Minions* and *X-Files*. After a long glut where the only new releases were expansions, Wizards of the Coast's *Battletech* and USPC's *X-Files* have made an immediate impact.

WotC's Latest Release Coming on Strong

It appears that many retailers underestimated the demand for *BattleTech* and were sent scurrying to buy additional product on the secondary market. Gamers report that Wizards of the Coast did an excellent job in transferring the flavor of the *BattleTech* books and board game into the CCG. Most storeowners affirmed that sales for *BattleTech* in the first month of its release exceeded those recorded by *Netrunner* in its first month. Although there hasn't been a great demand for singles, some of the more powerful cards like Daishi A—the biggest mech in the game—have caught market attention, in some places fetching up to $10.

The Truth Is Finally Out There

Gamers and collectors, frustrated with the delay of the release of *X-Files*, appear to agree that the wait was worth it. Several retailers indicate that *X-Files* has brought into the hobby new people who have never before played a CCG. Philip Piecuch, single-card sales manager for The Magic Source in Cohoes, N.Y., reports that there has been a considerable demand for singles.

While most of the rares are fairly easy to get a hold of, the real activity has centered on the ultra-rare cards, especially on the hard-to-find versions of agents Fox Mulder and Dana Scully ($20-$25 each). And now that the game has finally been released, there has been a surge of interest in No One So Paranoid ($20-30), the promo card given out at last summer's GenCon games convention.

Make Way For Expansion

While *The Empire Strikes Back: Hoth* may be lacking the spectacular character cards that appeal to *Star Wars* collectors, the CCG has generated positive comments from gamers. Thanks to rules clarifications and additions, new tactics can be employed to make the game more playable. Top singles in Hoth include Commander Luke Skywalker ($15-$20), Stalker ($10-$15) and Tyrant ($10-$15).

Although *Dark Minions* hasn't lured many new players to try ICE's hit CCG *Middle-Earth: The Wizards*, it has been very well received among existing fans of the game. The set introduces agents—a whole new class of cards—to the game. The most popular cards in the set so far are Durin's Bane ($6-$8) and the more powerful agents such as The Grimburgoth ($6-$8) and Golodhros ($4-$6).

Mirage Still Moving Well

Store reports give evidence that *Mirage* is still selling at a steady pace and will most likely continue to do so right up to the early 1997 release of *Visions*. Nearly all of the higher-priced cards found in *Mirage* have maintained their values over the past month. There has been a slight drop-off in the low value of the Grinning Totem ($15-$25).

The Multiverse Gift Box ($20) made some quick sales when it first came out, but sales have diminished as players and collectors have realized that the set has little to offer. Players are excited about the new *Visions* cards (the Gift Box offers two preview packs), but most people are willing to wait until the set comes out in January.

Top 5 Hottest CCGs

1. ***Magic: The Gathering*** **(WotC)**
   The first two shipments of *Mirage* generated strong sales for retailers. Expect *Mirage* to continue to do well up to the release of *Visions*.
2. ***Star Wars CCG*** **(Decipher)**
   The newest expansion has few special character cards, but gamers are giving high marks to *The Empire Strikes Back: Hoth*. Top card is Commander Luke Skywalker at $15-$20.
3. ***BattleTech*** **(WotC)**
   The popularity of *BattleTech* caught many retailers by surprise. High demand may make this new game the sleeper CCG of 1996.
4. ***X-Files*** **(U.S. Playing Card)**
   Sales have been excellent for *X-Files* despite a frustrating delay in the product reaching the market. Gamers ndicate that the new CCG plays well.
5. ***Middle-earth: The Wizards*** **(ICE)**
   Most retailers report that the recently released *Dark Minions* expansion has matched *The Dragons* in interest and sales.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked…

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels is important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (NR-MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay card—that is, not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; The Dugout in Corpus Christi, TX; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

InQUEST GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," including local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

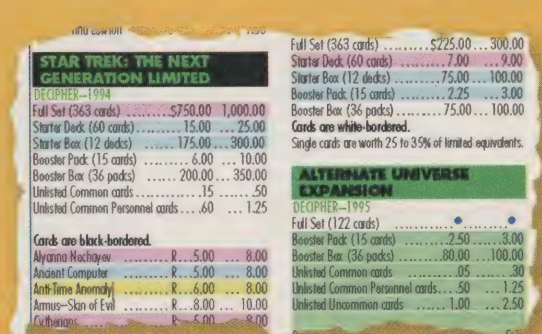
Color boxes to the left of the card name mark the card's color or group.

price guide
rcle of Protection: Artifact ... 7.00 ... 10.00
anul Druid ... 3.50 ... 5.00
ay Statue ... .75 ... 1.50
rkwork Avian ... 8.00 ... 12.00
Dark Heart of the Wood ... .35 ... .75
Dark Sphere ... 3.50 ... 5.00
Deep Water ... .35 ... .75
Diabolic Machine ... 2.25 ... 3.00
Drowned ... .35 ... .75
Dust to Dust ... .35 ... .75
Eater of the Dead ... 4.00 ... 6.00
Electric Eel ... 1.50 ... 2.50
Elves of Deep Shadow ... 2.50 ... 3.50
Erosion ... .35 ... .75
Eternal Flame ... 4.00 ... 6.00
Exorcist ... 6.00 ... 10.00
Fallen, The ... 3.25 ... 4.00
Fasting ... 1.50 ... 2.50
Fellwar Stone ... 2.50 ... 3.50
Festival ... .35 ... .75
Fire and Brimstone ... 2.25 ... 3.00

How to use the *InQuest* CCG Price Guide

In this example, **Star Trek: The Next Generation Limited** is the name of the game, **Decipher** is the name of the manufacturer, and **Alternate Universe** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.


STAR TREK: THE NEXT GENERATION LIMITED
DECIPHER–1994
Full Set (363 cards) ... $750.00 ... 1,000.00
Starter Deck (60 cards) ... 15.00 ... 25.00
Starter Box (12 decks) ... 175.00 ... 300.00
Booster Pack (15 cards) ... 6.00 ... 10.00
Booster Box (36 packs) ... 200.00 ... 350.00
Unlisted Common cards ... .15 ... .50
Unlisted Common Personnel cards ... .60 ... 1.25
Cards are black-bordered.
Alyanna Nachayev ... R ... 5.00 ... 8.00
Ancient Computer ... R ... 5.00 ... 8.00
Anti-Time Anomaly ... R ... 6.00 ... 8.00
Armus–Skin of Evil ... R ... 8.00 ... 10.00
Full Set (363 cards) ... $225.00 ... 300.00
Starter Deck (60 cards) ... 7.00 ... 9.00
Starter Box (12 decks) ... 75.00 ... 100.00
Booster Pack (15 cards) ... 2.25 ... 3.00
Booster Box (36 packs) ... 75.00 ... 100.00
Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.
ALTERNATE UNIVERSE EXPANSION
DECIPHER–1995
Full Set (122 cards) ... • ... •
Booster Pack (15 cards) ... 2.50 ... 3.00
Booster Box (36 packs) ... 80.00 ... 100.00
Unlisted Common cards ... .05 ... .30
Unlisted Common Personnel cards ... .50 ... 1.25
Unlisted Uncommon cards ... 1.00 ... 2.50

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	$2,800.00...3,400.00
Starter Deck (60 cards)	225.00...275.00
Starter Box (10 decks)	1,900.00...2,600.00
Booster Pack (15 cards)	125.00...150.00
Booster Box (36 packs)	3,500.00...4,800.00

All unlisted cards are 80 percent of Beta value.
Alpha Errors are worth 125 percent of Beta value.

Orcish Artillery	$8.00	10.00
Orcish Oriflamme	15.00	25.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards)	$3,000.00...3,500.00
Starter Deck (60 cards)	200.00...275.00
Starter Box (10 decks)	1,800.00...2,600.00
Booster Pack (15 cards)	100.00...150.00
Booster Box (36 packs)	3,200.00...4,200.00
Unlisted Commons	.50...1.00

Name	Low	High
Air Elemental	3.00	4.00
Ancestral Recall	125.00	165.00
Animate Artifact	1.50	3.00
Animate Dead	1.50	3.00
Animate Wall	3.00	5.00
Ankh of Mishra	8.00	12.00
Armageddon	18.00	25.00
Aspect of Wolf	8.00	12.00
Bad Moon	12.00	20.00
Badlands	20.00	40.00
Balance	20.00	40.00
Basalt Monolith	2.00	4.00
Bayou	20.00	40.00
Berserk	20.00	35.00
Birds of Paradise	25.00	35.00
Black Knight	3.00	5.00
Black Lotus	325.00	385.00
Black Vise	7.00	10.00
Black Ward	1.00	1.75
Blaze of Glory	30.00	40.00
Blessing	7.00	10.00
Blue Elemental Blast	1.00	2.00
Blue Ward	1.00	2.00
Bog Wraith	1.50	3.00
Braingeyser	15.00	25.00
Burrowing	1.50	3.00
Camouflage	8.00	12.00
Castle	1.50	3.00
Celestial Prism	1.50	3.00
Channel	1.50	3.00
Chaos Orb	55.00	80.00
Chaoslace	3.00	5.00
Circle of Protection: Red	1.00	1.50
Clockwork Beast	6.00	9.00
Clone	10.00	18.00
Cockatrice	9.00	15.00
Consecrate Land	15.00	20.00
Conservator	1.00	2.00
Contract from Below	5.00	10.00
Control Magic	5.00	8.00
Conversion	1.50	3.00
Copper Tablet	7.00	12.00
Copy Artifact	10.00	15.00
Counterspell	8.00	12.00
Crusade	10.00	18.00
Crystal Rod	1.00	2.00
Cursed Land	1.00	2.00
Cyclopean Tomb	45.00	70.00
Dark Ritual	3.00	5.00
Darkpact	5.00	10.00
Deathgrip	1.00	2.00
Deathlace	3.00	4.00
Demonic Attorney	5.00	10.00
Demonic Hordes	15.00	25.00
Demonic Tutor	18.00	30.00
Dingus Egg	6.00	10.00
Disenchant	3.00	4.00
Disintegrate	3.00	4.00
Disrupting Scepter	12.00	20.00
Dragon Whelp	3.00	5.00
Drain Power	6.00	10.00
Dwarven Demolition Team	7.00	15.00
Earth Elemental	2.00	3.00
Earthbind	1.00	3.00
Earthquake	7.00	10.00
Elvish Archers	7.00	10.00
Evil Presence	1.00	2.00
False Orders	4.00	6.00
Farmstead	6.00	9.00
Fastbond	10.00	15.00

Nevinyrral's Disk
Artifact
Comes into play tapped.
1, ⟳: Destroy all creatures, enchantments, and artifacts, including Nevinyrral's Disk itself.
Mark Tedin

TOP 10 HOTTEST CARDS

10) Nevinyrral's Disk

If something's in play that you can't deal with directly, disk it! Spend four mana and kiss those pesky enchantments and artifacts good-bye, along with all them creatures—even untargetable ones! And, unlike Jokulhaups, the Disk keeps your lands nice and healthy.

Feedback	1.50	3.00
Fire Elemental	2.00	3.50
Fireball	4.00	6.00
Flashfires	1.00	2.00
Force of Nature	18.00	25.00
Forcefield	90.00	130.00
Fork	25.00	30.00
Fungusaur	6.00	12.00
Gaea's Liege	10.00	18.00
Gauntlet of Might	75.00	110.00
Glasses of Urza	1.50	3.00
Gloom	1.50	3.00
Goblin Balloon Brigade	1.50	3.00
Goblin King	10.00	16.00
Granite Gargoyle	12.00	18.00
Green Ward	1.00	2.00
Guardian Angel	1.00	2.00
Helm of Chatzuk	4.00	6.00
Hive, The	8.00	12.00
Howling Mine	12.00	20.00
Hurricane	2.00	5.00
Hypnotic Specter	12.00	25.00
Ice Storm	18.00	25.00
Icy Manipulator	25.00	50.00
Illusionary Mask	25.00	50.00
Instill Energy	1.50	3.00
Invisibility	5.00	9.00
Iron Star	1.00	2.00
Island Sanctuary	6.00	9.00
Ivory Cup	.50	2.00
Jade Monolith	3.00	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	20.00	40.00
Juggernaut	7.00	10.00
Karma	1.50	3.00
Keldon Warlord	3.00	4.00
Kormus Bell	6.00	10.00
Kudzu	5.00	10.00
Lance	2.00	3.00
Ley Druid	1.50	3.00
Library of Leng	1.50	4.00
Lich	40.00	60.00
Lifeforce	1.00	1.75
Lifelace	3.00	4.00
Lifetap	1.00	2.00
Lightning Bolt	6.00	9.00
Living Artifact	6.00	9.00
Living Lands	6.00	9.00
Living Wall	3.00	5.00
Llanowar Elves	.75	1.50
Lord of Atlantis	8.00	12.00
Lord of the Pit	12.00	20.00
Lure	1.50	3.00
Magical Hack	8.00	12.00
Mahamoti Djinn	10.00	18.00
Manabarbs	6.00	10.00
Mana Flare	7.00	12.00
Mana Short	7.00	14.00
Mana Vault	6.00	10.00
Meekstone	8.00	10.00
Mind Twist	8.00	12.00
Mox Emerald	150.00	200.00
Mox Jet	150.00	200.00
Mox Pearl	150.00	200.00
Mox Ruby	150.00	200.00
Mox Sapphire	150.00	200.00

When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost.
⟳: Add ● to your mana pool.
1●, ⟳: Put a Soldier token into play. Treat this token as a 1/1 white creature.

TOP 10 HOTTEST CARDS

9) Kjeldoran Outpost

The Outpost may possibly be the next candidate for the Type II banned roster. The ability to pump out 'Post-men every turn for two mana can spell the difference between a meager attack and a swarm. And, as we never forget to mention, you can tap it for mana, too.

Natural Selection	25.00	35.00
Nether Shadow	6.00	9.00
Nettling Imp	4.00	7.00
Nevinyrral's Disk	20.00	50.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsianus Golem	1.00	3.00
Orcish Artillery	2.00	3.00
Orcish Oriflamme	2.00	4.00
Paralyze	.75	1.50
Personal Incarnation	8.00	12.00
Phantasmal Forces	1.50	3.00
Phantom Monster	1.50	3.00
Pirate Ship	5.00	10.00
Plateau	25.00	40.00
Power Surge	5.00	10.00
Prodigal Sorcerer	1.00	1.50
Psionic Blast	18.00	30.00
Purelace	3.00	5.00
Raging River	30.00	50.00
Red Elemental Blast	1.00	2.00
Red Ward	1.00	2.50
Regrowth	10.00	15.00
Resurrection	3.00	6.00
Reverse Damage	10.00	15.00
Righteousness	6.00	9.00
Roc of Kher Ridges	8.00	15.00
Rock Hydra	12.00	18.00
Rod of Ruin	1.50	3.00
Royal Assassin	20.00	30.00
Sacrifice	2.00	4.00
Savannah	20.00	40.00
Savannah Lions	8.00	12.00
Scavenging Ghoul	1.50	3.00
Scrubland	20.00	40.00
Sedge Troll	10.00	15.00
Sengir Vampire	10.00	15.00
Serra Angel	15.00	25.00
Shatter	.75	1.25
Shivan Dragon	30.00	45.00
Simulacrum	2.00	4.00
Sinkhole	10.00	15.00
Siren's Call	1.50	3.00
Sleight of Mind	6.00	9.00
Smoke	4.00	7.00
Sol Ring	12.00	20.00
Soul Net	1.00	1.75
Stasis	6.00	12.00
Steal Artifact	1.50	3.00
Stone Giant	1.50	3.00
Stone Rain	.75	1.50
Sunglasses of Urza	5.00	8.00
Swords to Plowshares	8.00	18.00
Taiga	20.00	40.00
Terror	.75	1.50
Thicket Basilisk	3.00	4.00
Thoughtlace	3.00	6.00
Throne of Bone	1.00	2.00
Timber Wolves	5.00	8.00
Time Vault	60.00	85.00
Time Walk	160.00	225.00
Timetwister	100.00	150.00
Tropical Island	20.00	40.00
Tsunami	1.50	3.00
Tundra	20.00	40.00
Tunnel	1.00	2.00
Two-Headed Giant of Foriys	35.00	55.00
Underground Sea	20.00	40.00
Uthden Troll	1.50	3.00
Verduran Enchantress	6.00	8.00
Vesuvan Doppelganger	25.00	35.00
Veteran Bodyguard	12.00	18.00
Volcanic Eruption	4.00	7.00
Volcanic Island	20.00	40.00
Wall of Air	1.00	3.00
Wall of Bone	1.00	2.00
Wall of Brambles	1.00	2.00
Wall of Fire	1.00	2.00
Wall of Ice	1.00	2.00
Wall of Stone	1.00	2.00
Wall of Swords	1.00	3.00
Wall of Water	1.00	2.00
Wanderlust	1.00	2.00
Warp Artifact	4.00	6.00
Water Elemental	1.50	3.00
Web	4.00	7.00
Wheel of Fortune	15.00	25.00
White Knight	4.00	6.00
White Ward	1.00	2.00
Will-O'-The-Wisp	10.00	18.00
Winter Orb	7.00	12.00
Wooden Sphere	1.00	2.00
Word of Command	40.00	60.00
Wrath of God	18.00	28.00
Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	$1,900.00...2,500.00
Starter Deck (60 cards)	160.00...225.00
Starter Box (10 decks)	1,500.00...2,000.00
Booster Pack (15 cards)	80.00...110.00
Booster Box (36 packs)	2,600.00...3,600.00
Unlisted Commons	.25...75

Name	Low	High
Air Elemental	1.00	2.50
Ancestral Recall	110.00	140.00
Animate Artifact	1.00	1.75
Animate Dead	1.00	1.75
Animate Wall	2.50	4.00
Ankh of Mishra	4.00	6.00
Armageddon	6.00	8.00
Aspect of Wolf	3.00	4.00
Bad Moon	5.00	8.00
Badlands	8.00	17.50
Balance	4.00	8.00
Basalt Monolith	1.50	3.00
Bayou	10.00	15.00
Berserk	25.00	40.00
Birds of Paradise	5.00	9.00
Black Knight	2.00	3.00
Black Lotus	200.00	275.00
Black Vise	1.50	4.00
Black Ward	1.00	1.75
Blaze of Glory	25.00	35.00
Blessing	4.00	6.00
Blue Ward	1.00	1.75
Bog Wraith	1.00	2.50
Braingeyser	8.00	12.00
Burrowing	1.00	1.75
Camouflage	5.00	8.00
Castle	1.00	3.00
Celestial Prism	1.00	1.75
Channel	.30	1.00
Chaos Orb	40.00	60.00
Chaoslace	2.50	4.00
Clockwork Beast	4.00	6.00

Key: ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND
COMMON ● UNCOMMON ★ RARE

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IQ price guide

Clone	5.00	8.00
★ Cockatrice	4.00	6.00
Consecrate Land	10.00	15.00
Conservator	1.00	1.75
★ Contract from Below	4.00	8.00
Control Magic	2.00	3.00
Conversion	1.50	3.50
Copper Tablet	7.00	10.00
★ Copy Artifact	8.00	12.00
Counterspell	2.00	4.00
☆ Crusade	5.00	8.00
Crystal Rod	1.00	1.75
Cursed Land	1.00	1.75
Cyclopean Tomb	35.00	50.00
★ Darkpact	4.00	6.00
Deathgrip	1.00	1.75
★ Deathlace	2.50	4.00
★ Demonic Attorney	4.00	8.00
★ Demonic Hordes	10.00	15.00
Demonic Tutor	10.00	15.00
★ Dingus Egg	4.00	7.00
★ Disrupting Scepter	5.00	8.00
Dragon Whelp	2.00	3.00
★ Drain Power	4.00	5.00
Dwarven Demolition Team	5.00	10.00
Earth Elemental	1.50	3.00
Earthbind	.40	1.75
★ Earthquake	4.00	6.00
★ Elvish Archers	3.50	5.00
Evil Presence	1.00	1.75
False Orders	3.00	5.00
☆ Farmstead	4.00	6.00
★ Fastbond	5.00	8.00
Feedback	1.00	1.75
Fire Elemental	1.00	3.00
Flashfires	1.00	1.75
★ Force of Nature	10.00	15.00
★ Forcefield	80.00	100.00
★ Fork	15.00	20.00
★ Fungusaur	5.00	8.00
★ Gaea's Liege	5.00	10.00
★ Gauntlet of Might	75.00	100.00
Glasses of Urza	1.00	1.75
Gloom	1.00	1.75
Goblin Balloon Brigade	1.00	1.75
★ Goblin King	6.00	9.00
★ Granite Gargoyle	8.00	12.00
Green Ward	.50	1.75
Guardian Angel	1.00	1.75
★ Helm of Chatzuk	3.50	5.00
★ Hive, The	4.00	8.00
★ Howling Mine	5.00	9.00
Hurricane	1.00	1.75
Hypnotic Specter	2.50	3.50
Ice Storm	15.00	20.00
Icy Manipulator	20.00	35.00
★ Illusionary Mask	20.00	40.00
Instill Energy	1.00	1.75
Invisibility	4.00	6.00
Iron Star	1.00	1.75
☆ Island Sanctuary	2.00	4.00
Ivory Cup	1.00	1.75
★ Jade Monolith	2.50	4.00
Jade Statue	12.00	20.00
★ Jayemdae Tome	4.00	7.00
Juggernaut	4.00	7.00
Karma	1.00	1.75
Keldon Warlord	2.00	3.00
★ Kormus Bell	3.00	4.00
★ Kudzu	4.00	10.00
Lance	1.00	2.25
Ley Druid	1.00	1.75
Library of Leng	1.00	3.00
★ Lich	30.00	50.00
Lifeforce	1.00	1.75
★ Lifelace	2.50	4.00
Lifetap	1.00	1.75
★ Living Artifact	4.00	8.00
★ Living Lands	3.50	5.00
Living Wall	2.00	3.00
★ Lord of Atlantis	5.00	7.00
★ Lord of the Pit	7.00	10.00
Lure	1.00	1.75
★ Magical Hack	5.00	7.00
★ Mahamoti Djinn	6.00	10.00
★ Mana Flare	5.00	8.00
★ Mana Short	3.50	6.00
★ Mana Vault	3.50	5.00
★ Manabarbs	3.50	5.00
★ Meekstone	4.00	6.00
★ Mind Twist	4.00	10.00
★ Mox Emerald	130.00	160.00
★ Mox Jet	130.00	160.00
★ Mox Pearl	130.00	160.00
★ Mox Ruby	130.00	160.00
★ Mox Sapphire	130.00	160.00
★ Natural Selection	18.00	25.00
★ Nether Shadow	4.00	6.00
Nettling Imp	3.00	5.00
★ Nevinyrral's Disk	7.00	10.00
★ Nightmare	10.00	15.00
☆ Northern Paladin	5.00	7.00
Obsianus Golem	1.00	1.75
Orcish Artillery	1.00	2.50
Orcish Oriflamme	1.50	3.50
☆ Personal Incarnation	4.00	10.00
Phantasmal Forces	1.00	1.75
Phantom Monster	1.00	2.50
★ Pirate Ship	4.00	6.00
★ Plateau	12.00	20.00
★ Power Surge	5.00	8.00
Psionic Blast	15.00	25.00
☆ Purelace	2.50	4.00
★ Raging River	25.00	40.00
Red Ward	1.00	1.75
Regrowth	5.00	8.00
Resurrection	2.00	3.50
☆ Reverse Damage	6.00	10.00
☆ Righteousness	5.00	10.00
★ Roc of Kher Ridges	6.00	12.00
★ Rock Hydra	10.00	15.00
Rod of Ruin	1.00	1.75
★ Royal Assassin	10.00	18.00
Sacrifice	1.50	3.00
★ Savannah	12.00	17.50
☆ Savannah Lions	4.00	6.00
Scavenging Ghoul	1.00	2.50
★ Scrubland	10.00	15.00
★ Sedge Troll	6.00	9.00
Sengir Vampire	4.00	6.00
Serra Angel	5.00	8.00
★ Shivan Dragon	15.00	20.00
Simulacrum	1.00	1.75
Sinkhole	9.00	12.00
Siren's Call	1.00	2.50
★ Sleight of Mind	4.00	6.00
★ Smoke	3.50	5.00
Sol Ring	6.00	10.00
Soul Net	1.00	1.75
★ Stasis	4.00	8.00
Steal Artifact	1.00	2.50
Stone Giant	1.00	1.75
★ Sunglasses of Urza	4.00	6.00
Swords to Plowshares	1.25	3.00
★ Taiga	12.00	20.00
Thicket Basilisk	2.00	3.00
★ Thoughtlace	2.50	4.00
Throne of Bone	1.00	1.75
★ Timber Wolves	4.00	6.00
★ Time Vault	40.00	55.00
★ Time Walk	140.00	175.00
★ Timetwister	75.00	125.00
★ Tropical Island	10.00	15.00
Tsunami	1.00	1.75
★ Tundra	10.00	15.00
Tunnel	1.00	2.00
★ Two-Headed Giant of Foriys	30.00	45.00
★ Underground Sea	10.00	18.00
Uthden Troll	1.00	3.00
★ Verduran Enchantress	5.00	8.00
★ Vesuvan Doppelganger	15.00	20.00
☆ Veteran Bodyguard	8.00	15.00
★ Volcanic Eruption	5.00	8.00
★ Volcanic Island	10.00	15.00
Wall of Air	1.00	1.75
Wall of Bone	1.00	1.75
Wall of Brambles	1.00	1.75
Wall of Fire	1.00	1.75
Wall of Ice	1.00	1.75
Wall of Stone	1.00	1.75
Wall of Swords	2.25	3.00
Wall of Water	1.00	1.75
Wanderlust	1.00	1.75
★ Warp Artifact	3.00	5.00
Water Elemental	1.00	3.00
★ Web	4.00	6.00
★ Wheel of Fortune	8.00	15.00
White Knight	2.00	3.50
White Ward	1.00	1.75
★ Will-O'-The-Wisp	6.00	8.00
★ Winter Orb	4.00	6.00
Wooden Sphere	1.00	1.75
★ Word of Command	35.00	45.00
☆ Wrath of God	7.00	10.00
★ Zombie Master	4.00	9.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	$300.00	500.00
Starter Deck (60 cards)	20.00	30.00
Starter Box (10 decks)	150.00	225.00
Booster Pack (15 cards)	5.00	7.00
Booster Box (36 packs)	150.00	225.00

All unlisted cards are worth the same as Unlimited.

Name	Low	High
★ Aladdin's Lamp	2.50	5.00
★ Aladdin's Ring	3.50	5.00
★ Armageddon Clock	2.50	4.00
★ Badlands	8.00	15.00
★ Bayou	8.00	15.00
★ Bottle of Suleiman	3.00	4.00
Brass Man	.75	1.50
★ Contract From Below	3.00	5.00
Crumble	.75	1.50
★ Dancing Scimitar	3.00	4.00
★ Demonic Attorney	3.00	5.00
Demonic Tutor	3.00	5.00
Desert Twister	1.50	2.50
★ Dragon Engine	1.25	3.00

Bazaar of Wonders
Artifact
When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

TOP 10 HOTTEST CARDS

8) Bazaar of Wonders

This card is both bizarre and wonderful, making the game unique: if a card's in play or in the graveyard, it's next copy is countered. If your opponent's not prepared for the Bazaar—say, with a Soldevi Digger— he can soon find quite a bit of his deck made useless.

Dwarven Weaponsmith	1.00	2.50
★ Ebony Horse	2.50	4.00
★ El-Hajjaj	3.00	5.00
Energy Flux	1.00	2.00
☆ Eye for an Eye	3.00	5.00
★ Flying Carpet	3.50	5.00
★ Hurkyl's Recall	2.50	4.00
★ Island Fish Jasconius	3.00	4.00
★ Jandor's Ring	4.00	6.00
★ Jandor's Saddlebags	2.50	4.00
Kird Ape	.50	2.00
★ Magnetic Mountain	2.50	4.00
★ Mijae Djinn	4.00	7.00
★ Millstone	5.00	7.00
★ Mishra's War Machine	2.50	4.00
★ Onulet	1.25	4.00
Ornithopter	.75	1.50
★ Plateau	8.00	15.00
★ Primal Clay	2.50	4.00
Rack, The	1.25	2.00
Reconstruction	.50	1.50
Reverse Polarity	.75	1.50
★ Rocket Launcher	3.00	5.00
★ Savannah	8.00	15.00
★ Scrubland	8.00	15.00
★ Serendib Efreet	8.00	12.00
Shatterstorm	2.50	4.00
★ Sol Ring	3.50	5.00
★ Sorceress Queen	5.00	8.00
★ Taiga	8.00	15.00
★ Titania's Song	2.50	4.00
★ Tundra	8.00	15.00
★ Underground Sea	8.00	15.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00
Unlisted Commons	.10	.25
Unlisted Uncommons	.50	1.50

Name	Low	High
Air Elemental	1.00	1.50
★ Aladdin's Lamp	2.00	4.00
★ Aladdin's Ring	3.00	5.00
Angry Mob	.75	2.00
☆ Animate Wall	1.50	2.50
★ Ankh of Mishra	2.50	4.00
★ Armageddon	5.00	8.00
★ Armageddon Clock	2.00	4.00
★ Aspect of Wolf	2.00	4.00
★ Bad Moon	4.00	8.00
☆ Balance	3.50	7.00
★ Ball Lightning	7.00	10.00
★ Birds of Paradise	4.00	8.00
★ Black Mana Battery	3.00	5.00
☆ Blessing	2.50	5.00
★ Blue Mana Battery	3.00	5.00
★ Bottle of Suleiman	2.50	4.00
★ Bronze Tablet	2.50	4.00
Carrion Ants	2.00	4.00
★ Chaoslace	1.50	2.50
Circle of Protection: Artifact	.75	2.00
★ Clockwork Avian	3.00	5.00
★ Clockwork Beast	2.50	4.00
★ Cockatrice	3.00	6.00
★ Colossus of Sardia	5.00	7.00
Control Magic	.75	2.00
★ Coral Helm	2.00	4.00
★ Cosmic Horror	3.00	5.00
Counterspell	.75	2.00
★ Crimson Manticore	2.50	4.00
☆ Crusade	4.00	7.00
★ Dancing Scimitar	2.50	4.00
★ Deathlace	1.50	2.50
★ Dingus Egg	2.50	4.00
★ Disrupting Scepter	3.00	5.00
Divine Transformation	1.50	2.50
★ Dragon Engine	1.00	2.00
★ Drain Power	2.50	5.00
★ Earthquake	3.00	5.00
★ Ebony Horse	2.00	4.00
★ El-Hajjaj	2.00	4.00
☆ Elder Land Wurm	3.50	5.00
★ Elvish Archers	2.50	4.00
☆ Eye for an Eye	2.00	4.00
★ Feliwar Stone	2.00	3.00
★ Flying Carpet	2.50	4.00
★ Force of Nature	6.00	10.00
★ Fungusaur	3.00	5.00
★ Gaea's Liege	4.00	8.00
★ Goblin King	4.00	6.00
★ Greed	2.50	4.00
★ Green Mana Battery	3.00	5.00
★ Helm of Chatzuk	2.00	4.00
★ Hive, The	3.00	5.00
★ Howling Mine	4.00	9.00
★ Hurkyl's Recall	2.00	4.00
★ Hurr Jackal	2.00	4.00
Hypnotic Specter	1.00	2.00
★ Inferno	3.50	5.00
★ Island Fish Jasconius	2.50	4.00
☆ Island Sanctuary	2.50	4.00
★ Ivory Tower	3.00	6.00
★ Jade Monolith	1.25	3.00
★ Jandor's Saddlebags	2.00	4.00
★ Jayemdae Tome	3.00	5.00
Killer Bees	2.00	4.00
Kismet	2.00	4.00
★ Kormus Bell	1.50	3.00
☆ Land Tax	4.00	7.00
★ Leviathan	5.00	8.00
★ Lifelace	1.50	2.50
★ Living Artifact	2.50	4.00
★ Living Lands	2.50	4.00
★ Lord of Atlantis	4.00	6.00
★ Lord of the Pit	6.00	10.00
★ Magical Hack	3.50	6.00
★ Magnetic Mountain	2.00	4.00
★ Mahamoti Djinn	5.00	9.00
★ Mana Clash	1.50	4.00
★ Mana Flare	4.00	7.00
★ Mana Short	3.00	5.00

Key: ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

Mana Vault	3.00	5.00
Manabarbs	2.50	4.00
Meekstone	3.00	4.00
Millstone	4.00	6.00
Mind Twist	3.00	5.00
Mishra's Factory	2.00	4.00
Mishra's War Machine	2.00	4.00
Nether Shadow	3.00	4.00
Nevinyrral's Disk	4.00	8.00
Nightmare	7.00	12.00
Northern Paladin	4.00	6.00
Onulet	1.00	3.00
Personal Incarnation	4.00	6.00
Pirate Ship	2.50	4.00
Power Surge	2.50	4.00
Primal Clay	2.00	4.00
Psionic Entity	2.50	5.00
Purelace	1.50	2.50
Radjan Spirit	.75	2.00
Rag Man	2.50	4.00
Rebirth	2.50	4.00
Red Mana Battery	3.00	5.00
Reverse Damage	4.00	7.00
Righteousness	3.00	5.00
Royal Assassin	9.00	16.00
Savannah Lions	3.00	5.00
Sengir Vampire	3.00	4.00
Serra Angel	4.00	6.00
Shivan Dragon	10.00	18.00
Sleight of Mind	3.00	5.00
Smoke	2.50	4.00
Sorceress Queen	4.00	8.00
Spirit Link	1.50	3.00
Stasis	4.00	8.00
Strip Mine	3.00	5.00
Sunglasses of Urza	2.50	3.50
Swords to Plowshares	.75	3.00
Sylvan Library	4.00	6.00
Tempest Efreet	1.50	3.00
Tetravus	4.00	6.00
Thoughtlace	1.50	2.50
Timber Wolves	2.00	4.00
Time Elemental	6.00	10.00
Titania's Song	2.00	4.00
Triskelion	3.00	5.00
Urza's Avenger	4.00	6.00
Verduran Enchantress	2.50	4.00
Volcanic Eruption	2.50	4.00
Warp Artifact	2.00	4.00
Web	2.50	4.00
White Mana Battery	3.00	5.00
Will-O'-The-Wisp	4.00	7.00
Winds of Change	3.00	5.00
Winter Orb	3.00	5.00
Wrath of God	4.00	7.00
Xenic Poltergeist	1.25	3.00
Zombie Master	3.00	5.00

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards)	$700.00 ... 900.00
Booster Pack (8 cards)	60.00 ... 75.00
Booster Box (60 packs)	3,200.00...4,200.00
Unlisted Commons	.25 ... .75

Name	Low	High
Abu Ja'far	4.00	8.00
Aladdin	10.00	15.00
Aladdin's Lamp	3.50	8.00
Aladdin's Ring	5.00	8.00
Ali Baba	5.00	8.00
Ali from Cairo	65.00	85.00
Army of Allah	4.00	7.00
Bazaar of Baghdad	10.00	18.00
Bottle of Suleiman	4.00	7.00
Brass Man	1.00	2.00
Camel	1.00	1.50
City in a Bottle	12.00	20.00
City of Brass	12.00	20.00
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Desert	3.00	5.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	50.00	65.00
Drop of Honey	25.00	40.00
Ebony Horse	3.00	5.00
El-Hajjaj	4.00	7.00
Elephant Graveyard	20.00	35.00
Erhnam Djinn	18.00	30.00
Eye for an Eye	4.00	8.00
Flying Carpet	4.00	7.00
Flying Men	3.00	5.00
Guardian Beast	40.00	70.00
Hurr Jackal	1.00	2.00
Ifh-biff Efreet	20.00	30.00
Island Fish Jasconius	4.00	7.00
Island of Wak-Wak	25.00	40.00
Jandor's Ring	4.00	7.00
Jandor's Saddlebags	4.00	7.00
Jeweled Bird	3.00	5.00
Jihad	30.00	45.00
Junun Efreet	7.00	10.00
Juzam Djinn	120.00	140.00
Khabal Ghoul	20.00	40.00
King Suleiman	12.00	20.00
Kird Ape	3.00	4.00
Library of Alexandria	60.00	80.00
Magnetic Mountain	3.00	6.00
Merchant Ship	5.00	8.00
Metamorphosis	.50	1.00
Mijae Djinn	5.00	8.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Oasis	2.00	4.00
Old Man of the Sea	25.00	40.00
Oubliette	3.00	6.00
Pyramids	15.00	25.00
Repentant Blacksmith	3.00	6.00
Ring of Ma'ruf	20.00	35.00
Rukh Egg	8.00	12.00
Sandals of Abdallah	6.00	9.00

TOP 10 HOTTEST CARDS

7) Volcanic Dragon

This month's dragon quotient remains at one: Crimson Hellkite's out, but Volcanic Dragon, a 4/4 flyer that comes into play without any summoning sickness, is in. It's relatively cheap at RR4 and stands up to Bolts and flankers like few wrathful (hat) creatures can.

Serendib Djinn	15.00	25.00
Serendib Efreet	15.00	25.00
Shahrazad	12.00	20.00
Sindbad	3.00	5.00
Singing Tree	20.00	35.00
Sorceress Queen	7.00	10.00
Stone-Throwing Devils	4.00	6.00
Wyluli Wolf	4.00	6.00
Ydwen Efreet	8.00	12.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards)	$300.00 ... 400.00
Booster Pack (8 cards)	14.00 ... 20.00
Booster Box (60 packs)	800.00 ... 1,000.00
Unlisted Commons	.10 ... .25

Name	Low	High
Argivian Archaeologist	30.00	40.00
Argivian Blacksmith	.40	1.00
Argothian Treefolk	1.00	2.00
Armageddon Clock	2.00	4.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.50	4.00
Ashnod's Battle Gear	1.50	3.00
Ashnod's Transmogrant	1.50	4.00
Atog	1.00	2.00
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	35.00	50.00
Circle of Protection: Artifact	5.00	7.00
Citanul Druid	2.00	4.00
Clockwork Avian	7.00	10.00
Colossus of Sardia	10.00	15.00
Coral Helm	3.00	5.00
Cursed Rack	3.00	5.00
Damping Field	2.00	4.00
Detonate	2.00	3.00
Drafna's Restoration	1.00	2.00
Dwarven Weaponsmith	2.00	3.00
Energy Flux	1.00	2.00
Feldon's Cane	4.00	7.00
Gaea's Avenger	10.00	18.00
Gate to Phyrexia	2.50	4.00
Goblin Artisans	1.00	2.00
Golgothian Sylex	7.00	10.00
Haunting Wind	2.00	4.00
Hurkyl's Recall	4.00	7.00
Ivory Tower	5.00	8.00
Jalum Tome	3.00	5.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.00	4.00
Millstone	5.00	8.00
Mishra's Factory (Spring/Fall)	5.00	8.00
Mishra's Fac. (Summer/Winter)	6.00	12.00
Mishra's War Machine	3.50	5.00
Mishra's Workshop	20.00	35.00
Obelisk of Undoing	6.00	10.00
Onulet	1.50	3.00
Orcish Mechanics	.40	1.00
Ornithopter	.40	1.00
Phyrexian Gremlins	1.00	2.00
Power Artifact	3.00	5.00
Powerleech	2.50	4.00
Priest of Yawgmoth	.75	1.50
Primal Clay	2.00	4.00
Rack, The	1.00	3.00
Rakalite	1.50	4.00
Reconstruction	1.00	2.00
Reverse Polarity	1.00	2.00
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	.40	1.00
Shapeshifter	5.00	8.00
Shatterstorm	4.00	7.00
Staff of Zegon	.40	1.00
Strip Mine	6.00	10.00
Strip Mine (sky picture)	5.00	8.00
Su-Chi	3.00	5.00
Tablet of Epityr	.40	1.00
Tawnos's Coffin	15.00	20.00
Tawnos's Wand	1.50	4.00
Tawnos's Weaponry	1.50	4.00
Tetravus	8.00	10.00
Titania's Song	4.00	6.00
Transmute Artifact	3.00	5.00
Triskelion	7.00	10.00
Urza's Avenger	8.00	12.00
Urza's Chalice	.40	1.00
Urza's Miter	7.00	10.00
Wall of Spears	.30	.75
Weakstone	2.50	4.00
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards)	$900.00...1,400.00
Booster Pack (15 cards)	25.00 ... 30.00
Booster Box (36 packs)	850.00...1,000.00
Unlisted Commons	.10 ... .25

Name	Low	High
Abomination	2.00	4.00
Abyss, The	35.00	60.00
Acid Rain	12.00	20.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Ærathi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	40.00
Al-abara's Carpet	10.00	15.00
Alchor's Tomb	10.00	15.00
Angelic Voices	8.00	12.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.00	3.00
Arboria	4.00	6.00
Arcades Sabboth	12.00	17.50
Arena of the Ancients	4.00	6.00
Avoid Fate	.40	1.00
Axelrod Gunnarson	7.00	10.00
Ayesha Tanaka	5.00	10.00
Azure Drake	2.00	4.00
Backdraft	3.00	5.00
Backfire	2.00	3.50
Barbary Apes	.75	1.50
Barktooth Warbeard	3.00	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	2.00	4.00
Black Mana Battery	2.50	5.00
Blazing Effigy	.40	1.00
Blight	2.50	4.00
Blood Lust	2.00	4.00
Blue Mana Battery	2.50	5.00
Boris Devilboon	8.00	12.00
Brine Hag	2.00	4.00
Bronze Horse	4.00	7.00
Carrion Ants	8.00	12.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	7.00	10.00
Chain Lighting	2.50	4.00
Chains of Mephistopheles	15.00	25.00
Chromium	12.00	17.50
Cleanse	12.00	20.00
Clergy of the Holy Nimbus	.25	1.00
Cocoon	2.00	4.00
Concordant Crossroads	7.00	12.00
Cosmic Horror	6.00	8.00
Craw Giant	4.00	7.00
Crevasse	2.00	4.00
Crimson Kobolds	.40	1.00
Crimson Manticore	6.00	8.00
Crookshank Kobolds	.40	1.00
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.00	2.00
Darkness	.40	1.50
Deadfall	2.00	4.00
Demonic Torment	2.50	5.00
Devouring Deep	.40	1.00

Search your library for an artifact or enchantment card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.
"I do not teach. I simply reveal."
—Daudi, Femeref tutor

TOP 10 HOTTEST CARDS

6) Enlightened Tutor

What made the white Tutor so special? Well, the best restricted cards in Type II were either artifacts or enchantments, and that's what the Enlightened One fetches. Now that all those cards are gone from Type II, who knows what's in store for the Tutor?

Disharmony	8.00	10.00
Divine Intervention	8.00	12.00
Divine Offering	.40	1.00
Divine Transformation	7.00	10.00
Dream Coat	2.50	4.00
Dwarven Song	2.50	4.00
Elder Land Wurm	7.00	10.00
Elder Spawn	5.00	9.00
Elven Riders	4.00	7.00
Enchanted Being	.40	1.00
Enchantment Alteration	.40	1.50
Equinox	1.50	3.00
Eternal Warrior	1.50	3.50
Eureka	25.00	35.00
Evil Eye of Orms-By-Gore	4.00	6.00
Fallen Angel	4.00	7.00
Falling Star	7.00	10.00
Feint	1.00	2.00
Field of Dreams	10.00	15.00
Fire Sprites	.40	1.00
Firestorm Phoenix	15.00	25.00
Flash Counter	.75	2.00
Floral Spuzzem	3.00	5.00
Force Spike	.40	1.00
Forethought Amulet	10.00	15.00
Fortified Area	.75	3.00
Frost Giant	3.00	5.00
Gabriel Angelfire	8.00	10.00
Gauntlets of Chaos	7.00	12.00
Ghosts of the Damned	.40	1.00
Giant Turtle	.40	1.00
Glyph of Doom	.40	1.00
Glyph of Delusion	.40	1.00
Glyph of Destruction	.40	1.00
Glyph of Life	.25	1.00
Glyph of Reincarnation	.40	1.00

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Gosta Dirk	9.00	15.00
★ Gravity Sphere	15.00	20.00
Great Defender	2.00	3.50
Great Wall	2.00	3.50
Greater Realm of Preservation	7.00	10.00
★ Greed	5.00	8.00
Green Mana Battery	2.50	5.00
Gwendlyn Di Corci	12.00	15.00
Halfdane	8.00	12.00
Hammerheim	4.00	7.00
Hazezon Tamar	12.00	20.00
Headless Horseman	.15	1.00
Heaven's Gate	3.50	5.00
Hell Swarm	.40	1.00
★ Hell's Caretaker	10.00	15.00
★ Hellfire	15.00	25.00
Holy Day	1.00	2.00
Horn of Deafening	5.00	8.00
Hornet Cobra	.40	1.00
Horror of Horrors	3.00	6.00
Hunding Gjornersen	2.00	4.00
Hyperion Blacksmith	2.00	4.00
Ichneumon Druid	2.00	4.00
★ Imprison	9.00	12.00
★ In the Eye of Chaos	9.00	12.00
Indestructible Aura	.40	1.00
Infernal Medusa	5.00	8.00
Infinite Authority	8.00	12.00
★ Invoke Prejudice	8.00	15.00
Ivory Guardians	2.00	4.00
Jacques le Vert	8.00	12.00
Jasmine Boreal	3.00	5.00
Jedit Ojanen	3.00	5.00
Jerrard of the Closed Fist	3.00	5.00
Johan	8.00	10.00
★ Jovial Evil	8.00	12.00
★ Juxtapose	5.00	10.00
Karakas	3.50	7.00
Kasimir the Lone Wolf	2.00	4.00
Kei Takahashi	6.00	9.00
★ Killer Bees	9.00	12.00
Kismet	4.00	8.00
★ Knowledge Vault	8.00	12.00
Kobold Drill Sergeant	5.00	10.00
★ Kobold Overlord	9.00	12.00
Kobold Taskmaster	5.00	10.00
Kobolds of Kher Keep	.40	1.00
Kry Shield	2.00	4.00
Lady Caleria	9.00	12.00
Lady Evangela	8.00	12.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	2.50	4.00
★ Land Equilibrium	15.00	20.00
Land Tax	9.00	12.00
★ Land's Edge	6.00	10.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
★ Life Matrix	9.00	12.00
☆ Lifeblood	10.00	15.00
★ Living Plane	15.00	25.00
Livonya Silone	9.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	.15	.75
Mana Drain	30.00	40.00
★ Mana Matrix	9.00	12.00
Marble Priest	2.00	4.00
Marhault Elsdragon	1.50	4.00
★ Master of the Hunt	18.00	25.00
★ Mirror Universe	55.00	75.00
☆ Moat	35.00	50.00
★ Mold Demon	8.00	12.00
Moss Monster	.40	1.00
Mountain Stronghold	2.00	3.00
Mountain Yeti	.25	1.00
Nebuchadnezzar	8.00	12.00
★ Nether Void	35.00	45.00
Nicol Bolas	15.00	20.00
★ North Star	12.00	15.00
★ Nova Pentacle	10.00	15.00
Osai Vultures	.15	1.00
Palladia-Mors	12.00	17.50
Part Water	2.00	4.00
Pavel Maliki	2.00	5.00
Pendelhaven	3.50	6.00
☆ Petra Sphinx	5.00	8.00
★ Pixie Queen	9.00	12.00
★ Planar Gate	10.00	15.00
Pradesh Gypsies	1.50	3.00
Presence of the Master	3.50	6.00
Primordial Ooze	2.00	4.00
Princess Lucrezia	3.00	5.00
★ Psionic Entity	4.00	8.00
Psychic Purge	1.00	3.00
Puppet Master	2.00	3.50
Pyrotechnics	.40	1.50
Quagmire	2.00	4.00
★ Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	7.00
Radjan Spirit	2.50	5.00
Raging Bull	.40	1.00
Ragnar	10.00	15.00
Ramirez DePietro	2.00	5.00
Ramses Overdark	10.00	15.00

All nonland cards you own that are not in play are white. All nonland permanents you control are white. All lands you control are plains. All colored mana symbols in all costs on all of these cards and permanents are ❋.

TOP 10 HOTTEST CARDS

5) Celestial Dawn

It's darkest just before dawn, but afterwards, everything's looking real bright. All your spells are white, your lands are plains and all your mana symbols are little sun-swirls. It makes casting Elder Dragon Legends and paying their upkeep easier then casting, well, a Leviathan...

☆ Rapid Fire	8.00	12.00
Rasputin Dreamweaver	9.00	12.00
★ Rebirth	4.00	6.00
★ Recall	10.00	16.00
Red Mana Battery	2.50	5.00
Reincarnation	2.00	4.00
Relic Barrier	4.00	6.00
Relic Bind	2.00	4.00
Remove Enchantments	1.00	2.00
Remove Soul	.10	.50
Reset	4.00	8.00
★ Revelation	5.00	8.00
★ Reverberation	10.00	15.00
Righteous Avengers	3.00	5.00
★ Ring of Immortals	10.00	15.00
Riven Turnbull	3.00	5.00
Rohgahh of Kher Keep	10.00	15.00
Rubinia Soulsinger	9.00	12.50
Rust	.40	1.00
Sea King's Blessing	3.00	5.00
Seafarer's Quay	1.50	3.00
Seeker	1.00	2.00
Segovian Leviathan	1.50	3.00
Sentinel	5.00	9.00
★ Serpent Generator	9.00	12.50
Shelkin Brownie	.40	1.00
Shield Wall	1.50	3.00
Shimian Night Stalker	1.50	3.00
Silhouette	2.00	3.00
Sir Shandlar of Eberyn	2.00	3.00
Sivitri Scarzam	2.00	3.00
Sol'kanar Swamp King	9.00	15.00
Spectral Cloak	7.00	12.00
★ Spinal Villain	12.00	20.00
Spirit Link	7.00	10.00
Spirit Shackle	.40	1.50
☆ Spiritual Sanctuary	8.00	15.00
Stangg	6.00	10.00
Storm Seeker	5.00	8.00
★ Storm World	8.00	12.00
Subdue	.75	1.50
Sunastian Falconer	2.50	4.00
★ Sword of the Ages	20.00	30.00
Syphon Soul	.75	1.50
Sylvan Library	7.00	10.00
Sylvan Paradise	2.00	4.00
★ Tabernacle of Pendrell Vale	18.00	25.00
Takklemaggot	2.00	4.00
★ Telekinesis	8.00	12.00
★ Teleport	4.00	8.00
★ Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	20.00
☆ Thunder Spirit	18.00	30.00
★ Time Elemental	10.00	15.00
Tobias Andrion	2.00	3.00
Tolaria	3.50	5.00
Tor Wauki	2.00	3.00
Torsten Von Ursus	3.00	5.00
Touch of Darkness	3.00	5.00
★ Triassic Egg	4.00	8.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	.40	1.00
★ Typhoon	8.00	12.00
Undertow	2.00	3.00
Underworld Dreams	15.00	30.00
Unholy Citadel	2.00	4.00
Untamed Wilds	2.00	3.00
Urborg	3.50	6.00
Urdrago	8.00	12.00
Vaevictis Asmadi	15.00	20.00
Venarian Gold	.40	1.00
Visions	2.00	3.00
☆ Voodoo Doll	6.00	10.00
Walking Dead	.40	1.00
Wall of Caltrops	.40	1.00
Wall of Dust	2.00	3.00
Wall of Earth	.40	1.00
Wall of Light	2.00	4.00
★ Wall of Opposition	4.00	8.00
Wall of Putrid Flesh	2.00	4.00
Wall of Tombstones	2.00	4.00
Wall of Wonder	2.00	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	5.00
★ Willow Satyr	6.00	8.00
Winds of Change	3.00	6.00
★ Winter Blast	7.00	10.00
Wolverine Pack	.75	1.50
★ Wood Elemental	7.00	10.00
★ Wretched, The	10.00	15.00
Xira Arien	9.00	12.00
Zephyr Falcon	.40	1.00

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards)	$150.00 ... 250.00
Booster Pack (8 cards)	5.00 ... 7.00
Booster Box (60 packs)	275.00 ... 375.00
Unlisted Commons	.10 ... .25

Name	Low	High
Amnesia	3.00	4.00
Angry Mob	3.00	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.15	.40
★ Ball Lightning	9.00	15.00
Banshee	1.50	2.50
Barl's Cage	2.50	4.00
★ Blood Moon	6.00	8.00
Blood of the Martyr	2.00	3.00
Bone Flute	1.00	2.00
Book of Rass	1.50	3.00
Brothers of Fire	1.00	2.00
Cave People	1.00	2.00
★ City of Shadows	4.00	7.00
☆ Cleansing	4.00	7.00
Coal Golem	1.50	3.00
Curse Artifact	1.50	3.00
★ Dance of Many	3.00	6.00
Dark Heart of the Wood	.15	.40
Dark Sphere	2.00	4.00
Deep Water	.15	.40
Diabolic Machine	1.50	3.00
Drowned	.15	.40
Dust to Dust	.15	1.00
Eater of the Dead	3.00	5.00
Electric Eel	1.00	2.00
Elves of Deep Shadow	2.50	4.00
★ Eternal Flame	3.50	5.00
☆ Exorcist	6.00	8.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	4.00
Festival	.15	.40
Fire and Brimstone	1.50	3.00
Fire Drake	1.00	2.50
Flood	.75	1.50
Fountain of Youth	1.50	2.50
★ Frankenstein's Monster	6.00	8.00
Gaea's Touch	.50	1.50
Ghost Ship	.15	.40
Giant Shark	.15	.40
Goblin Caves	.15	.40
Goblin Digging Team	.15	.40
Goblin Hero	.15	.40
★ Goblin Wizard	6.00	8.00
★ Grave Robbers	4.00	6.00
★ Hidden Path	5.00	8.00
Holy Light	.15	.40
★ Inferno	4.00	6.00
Inquisition	.15	.40
☆ Knights of Thorn	6.00	8.00
★ Leviathan	5.00	8.00
Living Armor	1.50	3.00
★ Lurker	3.00	5.00
★ Mana Clash	3.00	5.00
★ Mana Vortex	4.00	7.00
Marsh Gas	.15	.40
Marsh Goblins	.15	.40
☆ Martyr's Cry	5.00	8.00
Maze of Ith	8.00	12.00
Merfolk Assassin	5.00	8.00
★ Mind Bomb	2.00	4.00
Miracle Worker	.15	.40
★ Nameless Race	4.00	6.00
Necropolis	1.50	3.00
★ Niall Silvain	2.50	4.00
Orc General	1.50	3.50
People of the Woods	2.50	4.00
☆ Preacher	12.00	18.00
★ Psychic Allergy	3.00	6.00
★ Rag Man	3.00	5.00
Reflecting Mirror	2.00	4.00
Riptide	.15	.40
Runesword	1.50	2.50
★ Safe Haven	3.00	4.00
Savaen Elves	.15	.40
Scarecrow	2.00	4.00
★ Scarwood Bandits	5.00	8.00
Scarwood Goblins	.15	.40
Scarwood Hag	1.50	4.00
★ Season of the Witch	4.00	6.00
Sisters of the Flame	.75	1.50
Skull of Orm	4.00	6.00
★ Sorrow's Path	2.50	4.00
Spitting Slug	1.00	2.50
Squire	.15	.40
Standing Stones	2.00	4.00
☆ Stone Calendar	6.00	8.00
Tangle Kelp	1.00	2.50
Tivadar's Crusade	1.50	2.50
Tormod's Crypt	1.50	3.00
Tower of Coireall	1.50	3.00
★ Tracker	6.00	8.00
Uncle Istvan	1.50	2.50
Wand of Ith	3.00	4.00
War Barge	3.00	6.00
Water Wurm	.15	.40
Whippoorwill	2.00	3.00
☆ Witch Hunter	3.00	6.00
★ Worms of the Earth	4.00	6.00
★ Wormwood Treefolk	4.00	6.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards)	$40.00 ... 60.00
Booster Pack (8 cards)	.60 ... 1.25
Booster Box (60 packs)	30.00 ... 55.00
Unlisted Commons	.10 ... .25

Name	Low	High
★ Aeolipile	1.00	3.00
★ Balm of Restoration	1.00	2.00
★ Bottomless Vault	4.00	6.00
★ Breeding Pit	1.50	4.00
★ Conch Horn	.75	1.50
Deep Spawn	.50	1.25
★ Delif's Cube	.75	1.50
★ Derelor	1.00	2.00
★ Draconian Cylix	2.00	3.00
★ Dwarven Armorer	2.00	3.00
Dwarven Catapult	.50	1.25
★ Dwarven Hold	2.50	4.00
Dwarven Lieutenant	.50	1.25
Dwarven Ruins	.50	1.25
★ Ebon Praetor	3.00	5.00
Ebon Stronghold	.75	1.50
★ Elvish Farmer	2.50	3.50
★ Elven Lyre	1.00	2.00
Farrel's Mantle	.50	1.25
Farrelite Priest	.10	.40
Feral Thallid	.75	1.50
★ Fungal Bloom	2.50	4.00
★ Goblin Flotilla	2.00	3.00
Goblin Kites	.50	1.25
★ Goblin Warrens	2.50	4.50
☆ Hand of Justice	4.00	7.00
Havenwood Battleground	.75	1.50
Heroism	.50	1.25
★ Hollow Trees	2.50	4.00

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

COMMON ● UNCOMMON ★ RARE

Homarid Shaman	1.50	2.50
Homarid Spawning Bed	.50	1.25
Hymn to Tourach	.10	.40
Icatian Lieutenant	2.00	3.00
Icatian Phalanx	.50	1.25
Icatian Priest	.50	1.25
Icatian Skirmishers	2.50	4.00
Icatian Store	2.50	4.00
Icatian Town	2.50	4.00
Implements of Sacrifice	1.00	2.00
Orcish Captain	.50	1.25
Orgg	2.50	4.00
Raiding Party	.50	1.25
Rainbow Vale	3.00	4.00
Ring of Renewal	2.00	3.00
River Merfolk	2.00	4.00
Ruins of Trokair	.75	1.50
Sand Silos	2.50	4.00
Seasinger	1.00	2.00
Soul Exchange	.75	1.50
Spirit Shield	2.00	3.00
Spore Cloud	.10	.40
Spore Flower	.50	1.25
Svyelunite Priest	.50	1.25
Svyelunite Temple	.50	1.25
Thallid Devourer	.50	1.25
Thelon's Chant	.50	1.25
Thelon's Curse	2.00	3.00
Thelonite Druid	.50	1.25
Thelonite Monk	2.50	3.50
Thrull Champion	3.00	6.00
Thrull Retainer	.50	1.25
Thrull Wizard	.50	1.25
Tidal Influence	.75	1.50
Tourach's Chant	.10	.40
Tourach's Gate	2.00	3.00
Vodalian Knights	3.00	5.00
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.00	3.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards)	$225.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	110.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	70.00	100.00
Unlisted Commons	.10	.25

Name	Low	High
Abyssal Specter	1.00	2.00
Adarkar Sentinel	.75	1.50
Adarkar Wastes	4.00	8.00
Aegis of the Meek	2.00	4.00
Aggression	.75	1.50
Altar of Bone	2.00	4.00
Amulet of Quoz	2.00	4.00
Anarchy	1.50	2.00
Arcum's Sleigh	.75	1.50
Arcum's Weathervane	.75	1.50
Arcum's Whistle	.75	1.50
Ashen Ghoul	.75	1.50
Avalanche	.75	1.50
Balduvian Conjurer	.75	1.50
Balduvian Hydra	3.00	6.00
Baton of Morale	.75	1.50
Battle Cry	.75	1.50
Binding Grasp	.75	1.50
Black Scarab	.75	1.50
Blinking Spirit	6.00	8.00
Blizzard	2.00	4.00
Blue Scarab	.75	1.50
Brand of Ill Omen	2.00	4.00
Breath of Dreams	.75	1.50
Brushland	4.00	8.00
Call to Arms	2.00	4.00
Caribou Range	2.00	4.00
Celestial Sword	2.00	4.00
Centaur Archer	.75	1.50
Chaos Lord	3.00	5.00
Chaos Moon	2.00	4.00
Chromatic Armor	2.00	4.00
Cold Snap	.75	1.50
Conquer	.75	1.50
Crown of the Ages	4.00	6.00
Curse of Marit Lage	2.00	4.00
Dance of the Dead	.75	1.50
Deflection	10.00	15.00
Demonic Consultation	.75	1.50
Despotic Scepter	2.00	5.00
Diabolic Vision	.75	1.50
Dread Wight	2.00	4.00
Dreams of the Dead	.75	1.50
Drift of the Dead	.75	1.50
Drought	.75	1.50
Dwarven Armory	2.00	4.00
Earthlink	2.00	4.00
Elder Druid	4.00	6.00
Elemental Augury	3.00	6.00
Elkin Bottle	3.00	5.00
Enduring Renewal	5.00	8.00
Energy Storm	4.00	7.00
Essence Vortex	.75	1.50
Fanatical Fever	.75	1.50
Fiery Justice	2.00	4.00
Fire Covenant	.75	1.50
Flame Spirit	.75	1.50
Flooded Woodlands	2.00	4.00
Flow of Maggots	2.00	4.00
Forbidden Lore	2.00	4.00
Force Void	.75	1.50
Forgotten Lore	.75	1.50
Formation	2.00	4.00
Freyalise Supplicant	.75	1.50
Freyalise's Charm	.75	1.50
Freyalise's Winds	2.00	4.00
Fumarole	.75	1.50
Fyndhorn Bow	.75	1.50
Fyndhorn Elder	.75	1.50
Fyndhorn Pollen	2.00	4.00
Game of Chaos	2.00	4.00
General Jarkeld	3.00	5.00
Ghostly Flame	3.00	6.00
Giant Trap Door Spider	.75	1.50
Glacial Chasm	.75	1.50
Glacial Crevasses	2.00	4.00
Glacial Wall	.75	1.50
Glaciers	2.00	4.00
Goblin Lyre	2.00	4.00
Goblin Mutant	.75	1.50
Goblin Snowman	.75	1.50
Gravebind	1.50	3.50
Green Scarab	.75	1.50
Hallowed Ground	.75	1.50
Halls of Mist	2.00	4.00

TOP 10 HOTTEST CARDS

4) Howling Mine

Speaking of drawing cards, the Howling Mine also surges into popularity. This is largely the result of "prison" decks which fill your opponent's hand with cards, but deprive him of the resources to use them. You, however, benefit from that extra card per draw phase nicely.

Hecatomb	5.00	7.00
Hematite Talisman	.75	1.50
Hipparion	.75	1.50
Hot Springs	3.00	5.00
Hurricane	.75	1.50
Hyalopterous Lemure	.75	1.50
Hymn of Rebirth	.75	1.50
Ice Berg	.75	1.50
Ice Cauldron	2.00	4.00
Ice Floe	.75	1.50
Icequake	1.50	3.00
Icy Manipulator	6.00	11.00
Icy Prison	2.00	4.00
Illusionary Presence	2.00	4.00
Illusionary Terrain	.75	1.50
Illusions of Grandeur	3.00	6.00
Infernal Darkness	2.00	4.00
Infernal Denizen	2.00	4.00
Infinite Hourglass	2.00	4.00
Jester's Cap	18.00	30.00
Jester's Mask	9.00	15.00
Jeweled Amulet	.75	1.50
Johtull Wurm	.75	1.50
Jokulhaups	7.00	10.00
Justice	1.00	2.00
Karplusan Forest	4.00	8.00
Karplusan Giant	.75	1.50
Karplusan Yeti	3.00	5.00
Kjeldoran Elite Guard	.75	1.50
Kjeldoran Frostbeast	.75	1.50
Kjeldoran Knight	2.00	4.00
Kjeldoran Phalanx	2.00	4.00
Kjeldoran Royal Guard	2.00	4.00
Kjeldoran Skycaptain	.75	1.50
Knights of Stromgald	.75	2.00
Krovikan Elementalist	.75	1.50
Krovikan Vampire	.75	2.00
Land Cap	2.00	4.00
Lapis Lazuli Talisman	.75	1.50
Lava Tubes	2.00	4.00
Leshrac's Rite	.75	1.50
Leshrac's Sigil	.75	1.50
Lhurgoyf	7.00	10.00
Lim-Dûl's Cohort	.15	.40
Lightning Blow	2.00	4.00
Lost Order of Jarkeld	3.00	5.00
Lure	.75	1.50
Maddening Wind	.75	1.50
Magus of the Unseen	4.00	6.00
Malachite Talisman	.75	1.50
Marton Stromgald	7.00	10.00
Melee	.75	1.50
Melting	.75	1.50
Mercenaries	2.00	4.00
Merieke Ri Berit	4.00	7.00
Mesmeric Trance	2.00	4.00
Mind Warp	1.00	2.00
Mind Whip	2.00	4.00
Minion of Leshrac	6.00	8.00
Minion of Tevesh Szat	4.00	6.00
Mole Worms	.75	1.50
Monsoon	2.00	4.00
Mountain Titan	2.00	4.00
Mudslide	2.00	4.00
Musician	2.00	4.00
Mystic Might	2.00	4.00
Nacre Talisman	.75	1.50
Naked Singularity	2.00	4.00
Nature's Lore	.75	1.50
Necropotence	5.00	10.00
Oath of Lim-Dûl	2.00	4.00
Onyx Talisman	.75	1.50
Orcish Cannoneers	.75	1.50
Orcish Healer	.75	1.50
Orcish Librarian	3.00	5.00
Orcish Squatters	5.00	7.00
Order of the Sacred Torch	4.00	6.00
Order of the White Shield	.75	1.50
Pale Bears	2.00	4.00
Pentagram of the Ages	4.00	6.00

Maro
Summon Nature Spirit
Maro has power and toughness each equal to the number of cards in your hand.
No two see the same Maro.

TOP 10 HOTTEST CARDS

3) Maro

Debuting this month on the countdown is the Maro, a green creature for GG2 with power and toughness equal to the number of cards in your hand. This just begs to be used in conjunction with card-drawing machines like Greed, Necropotence or, um, the Book of Rass.

Phantasmal Mount	.75	1.50
Pit Trap	.75	1.50
Polar Kraken	7.00	10.00
Pox	3.00	5.00
Pygmy Allosaurus	2.00	4.00
Pyroclasm	1.50	2.50
Reality Twist	2.00	4.00
Reclamation	2.00	4.00
Red Scarab	.75	1.50
Ritual of Subdual	2.00	4.00
River Delta	2.00	4.00
Runed Arch	2.00	4.00
Sacred Boon	.75	1.50
Sea Spirit	.75	1.50
Seraph	7.00	10.00
Shield of the Ages	.75	1.50
Shyft	3.00	5.00
Sibilant Spirit	3.00	6.00
Silver Erne	.75	1.50
Skeleton Ship	4.00	6.00
Skull Catapult	.75	1.50
Sleight of Mind	1.50	2.50
Snow Fortress	2.00	4.00
Snow Hound	.75	1.50
Snowblind	2.00	3.00
Soldevi Golem	3.00	5.00
Soldevi Machinist	.75	1.50
Soldevi Simulacrum	.75	1.50
Soul Barrier	.75	1.50
Spectral Shield	.75	1.50
Spoils of Evil	2.00	4.00
Spoils of War	2.00	4.00
Staff of the Ages	2.00	4.00
Stampede	3.00	6.00
Stench of Evil	.75	1.50
Stone Spirit	.75	1.50
Storm Spirit	3.00	5.00
Stormbind	4.00	8.00
Stromgald Cabal	3.00	5.00
Stunted Growth	4.00	6.00
Sulfurous Springs	4.00	8.00
Sunstone	.75	1.50
Swords to Plowshares	1.00	2.00
Thermokarst	1.50	2.50
Thoughtleech	.75	1.50
Thunder Wall	.75	1.50
Timberline Ridge	2.00	4.00
Time Bomb	4.00	6.00
Total War	2.00	4.00
Touch of Vitae	.75	1.50
Trailblazer	2.00	4.00
Underground River	4.00	6.00
Updraft	.75	1.50
Urza's Bauble	.25	1.00
Veldt	2.00	4.00
Venomous Breath	.75	1.50
Vertigo	.75	1.50
Vexing Arcanix	4.00	6.00
Vibrating Sphere	2.00	4.00
Walking Wall	.75	1.50
Wall of Lava	.75	1.50
Wall of Pine Needles	.75	1.50
Wall of Shields	.75	1.50
War Chariot	.75	1.50
Whalebone Glider	.75	1.50
White Scarab	.75	1.50
Whiteout	.75	1.50
Wiitigo	3.00	5.00
Wind Spirit	.75	1.50
Wings of Aesthir	.75	1.50
Winter's Chill	2.00	4.00
Withering Wisps	.75	1.50
Word of Blasting	.75	1.50
Wrath of Marit Lage	3.00	5.00
Yavimaya Gnats	.75	1.50
Zur's Weirding	4.00	8.00
Zuran Orb	2.50	3.50

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	$70.00	100.00
Booster Pack (12 cards)	1.75	2.50
Booster Box (45 packs)	70.00	100.00
Unlisted Commons	.10	.25

Name	Low	High
Abu Ja'far	.75	2.00
Akron Legionnaire	2.00	4.00
Aladdin	3.00	5.00
Angelic Voices	4.00	6.00
Arcades Sabboth	4.00	6.00
Arena of the Ancients	2.00	4.00
Axelrod Gunnarson	3.00	5.00
Ayesha Tanaka	.75	1.50
Azure Drake	.75	1.50
Banshee	.75	1.50
Barl's Cage	2.00	4.00
Beasts of Bogardan	.75	1.50
Blood of the Martyr	.75	1.50
Blood Moon	4.00	6.00
Book of Rass	1.00	3.00
Bronze Horse	2.00	4.00
Chromium	4.00	7.00
City of Brass	6.00	10.00
Cocoon	.75	1.50
Concordant Crossroads	3.00	6.00
Craw Giant	1.50	3.00
Cyclone	2.00	4.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

	Dakkon Blackblade	5.00	7.00
★	Dance of Many	2.00	4.00
	Enchantment Alteration	.75	1.50
	Erhnam Djinn	3.00	6.00
	Fallen, The	.75	1.50
	Fallen Angel	1.00	3.00
	Feldon's Cane	.75	1.50
	Fire Drake	.75	1.50
	Gabriel Angelfire	3.00	5.00
★	Gauntlets of Chaos	3.00	5.00
	Goblin Artisans	.75	1.50
★	Hell's Caretaker	5.00	8.00
★	Horn of Deafening	2.00	4.00
❍	Ivory Guardians	.75	1.50
★	Jalum Tome	2.00	4.00
★	Jeweled Bird	2.00	4.00
	Johan	3.00	5.00
★	Juxtapose	2.00	4.00
	Kei Takahashi	1.00	2.00
★	Land's Edge	4.00	6.00
	Marhault Elsdragon	.75	1.50
	Nebuchadnezzar	4.00	6.00
	Nicol Bolas	4.00	7.00
★	Obelisk of Undoing	3.00	5.00
	Palladia-Mors	4.00	7.00
☆	Petra Sphinx	2.00	4.00
	Primordial Ooze	.75	1.50
	Puppet Master	.75	1.50
	Rabid Wombat	.75	2.00
★	Rakalite	2.00	3.00
	Recall	2.00	4.00
★	Revelation	2.00	4.00
	Rubinia Soulsinger	3.00	6.00
★	Safe Haven	2.00	4.00
★	Sentinel	2.00	4.00
★	Serpent Generator	4.00	6.00
❍	Shield Wall	.75	1.50
	Shimian Night Stalker	.75	1.50
	Sivitri Scarzam	.75	1.50
	Sol'kanar the Swamp King	4.00	6.00
	Stangg	3.00	5.00
	Storm Seeker	2.00	3.00
	Takklemaggot	.75	1.50
★	Teleport	2.00	4.00
	Tobias Andrion	.75	1.50
	Tormod's Crypt	.75	1.50
★	Triassic Egg	2.00	4.00
	Urza's Mine (4 versions)	.75	1.50
	Urza's Power Plant (4 ver.)	.75	1.50
	Urza's Tower (4 versions)	.75	1.50
	Vaevictis Asmadi	4.00	7.00
★	Voodoo Doll	2.00	4.00
	Wall of Opposition	.75	1.50
	Wall of Wonder	.75	1.50
❍	Witch Hunter	.75	2.00
★	Wretched, The	4.00	7.00
	Xira Arien	2.00	4.00
★	Yawgmoth Demon	2.00	4.00

HOMELANDS

WIZARDS OF THE COAST- 1995

Full Set (140 cards)	$75.00	120.00
Booster Pack (8 cards)	1.50	2.50
Booster Box (60 packs)	70.00	125.00
Unlisted Commons	.10	.25

	Name	Low	High
❍	Abbey Gargoyles	1.00	2.00
	Æther Storm	.75	2.00
★	An-Havva Constable	2.00	3.00
	An-Havva Inn	.75	1.50
	An-Havva Township	.75	1.50
★	An-Zerrin Ruins	3.00	4.00
★	Anaba Ancestor	2.00	3.00
★	Anaba Spirit Crafter	2.00	3.00
★	Apocalypse Chime	2.00	3.00
★	Autumn Willow	7.00	12.00
	Aysen Abbey	.75	1.50
☆	Aysen Crusader	2.00	3.00
☆	Aysen Highway	2.00	3.00
★	Baki's Curse	2.00	3.00
★	Baron Sengir	7.00	10.00
☆	Beast Walkers	2.00	4.00
★	Black Carriage	2.00	4.00
★	Broken Visage	2.00	4.00
	Castle Sengir	.75	1.50
★	Chain Stasis	2.00	4.00
	Chandler	.75	1.50
	Clockwork Gnomes	.75	1.50
	Clockwork Steed	.75	1.50
	Clockwork Swarm	.75	1.50
	Coral Reef	.75	1.50
★	Daughter of Autumn	3.00	5.00
❍	Death Speakers	.75	1.50
★	Didgeridoo	2.00	4.00
	Drudge Spell	.75	1.50
★	Dwarven Pony	2.00	3.00
★	Dwarven Sea Clan	2.00	3.00
	Ebony Rhino	.75	1.50
	Eron the Relentless	2.00	3.00
	Evaporate	.75	1.50

Hammer of Bogardan deals 3 damage to target creature or player.
: Return Hammer of Bogardan to your hand. Use this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.

TOP 10 HOTTEST CARDS

2) Hammer of Bogardan

The neatest thing about the Hammer is that you can bring it back to your hand from the graveyard. Now, the Beasts of Bogardan are big three-headed dogs, right? So, when you recall the Hammer, what you're really doing is playing "fetch" with a couple of hellhounds!

★	Faerie Noble	3.00	5.00
★	Feroz's Ban	2.00	4.00
★	Forget	2.00	3.00
	Funeral March	.75	1.50
	Ghost Hounds	.75	1.50
	Giant Oyster	.75	1.50
★	Grandmother Sengir	3.00	5.00
	Greater Werewolf	.75	1.50
☆	Hazduhr the Abbot	2.00	3.00
	Headstone	.75	1.50
	Heart Wolf	2.00	3.00
	Ihsan's Shade	1.00	2.00
	Irini Sengir	1.00	2.00
★	Ironclaw Curse	2.00	3.00
	Jinx	.75	1.50
	Joven	.75	1.50
	Joven's Ferrets	.75	1.50
	Joven's Tools	.75	1.50
★	Koskun Falls	2.00	3.00
	Koskun Keep	.75	1.50
	Leaping Lizard	.75	1.50
☆	Leeches	2.00	3.00
★	Mammoth Harness	2.00	3.00
★	Marjhan	3.00	5.00
	Merchant Scroll	.75	1.50
★	Mystic Decree	3.00	6.00
★	Narwhal	2.00	4.00
	Orcish Mine	.75	1.50
★	Primal Order	5.00	8.00
❍	Prophecy	.75	1.50
❍	Rashka the Slayer	.75	1.50
	Renewal	.75	1.50
	Retribution	.75	1.50
★	Reveka, Wizard Savant	2.00	3.00
	Root Spider	.75	1.50
	Roots	.75	1.50
	Roterothopter	.75	1.50
★	Rysorian Badger	2.00	4.00
	Sea Sprite	.75	1.50
	Sea Troll	.75	1.50
★	Sengir Autocrat	3.00	5.00
☆	Serra Aviary	3.00	6.00
❍	Serra Bestiary	.75	1.50
❍	Serra Inquisitors	.75	1.50
❍	Serra Paladin	.75	1.50
	Serrated Arrows	.75	1.50
☆	Soraya the Falconer	2.00	4.00
	Spectral Bears	1.00	2.00
★	Timmerian Fiends	2.00	3.00
☆	Truce	2.00	4.00
★	Veldrane of Sengir	3.00	5.00
★	Wall of Kelp	2.00	3.00
★	Willow Priestess	3.00	5.00
★	Winter Sky	2.00	4.00
	Wizards' School	.75	1.50

ALLIANCES

WIZARDS OF THE COAST- 1996

Full Set (199 cards)	$175.00	250.00
Booster Pack (12 cards)	2.75	3.50
Booster Box (36 packs)	90.00	120.00
Unlisted Commons	.15	.50

	Name	Low	High
★	Ashnod's Cylix	5.00	7.00
	Balduvian Dead	1.00	2.00
★	Balduvian Horde	15.00	25.00
★	Balduvian Trading Post	5.00	7.00
	Bounty of the Hunt	1.00	2.00
	Browse	1.00	2.00
	Burnout	1.00	2.00
★	Chaos Harlequin	3.00	5.00
	Contagion	1.00	2.00
	Deadly Insects (ver 1)	.25	1.00
	Deadly Insects (ver 2)	.25	1.00
	Death Spark	.75	2.00
★	Diminishing Returns	6.00	8.00
	Diseased Vermin	1.00	2.00
★	Dystopia	4.00	6.00
	Elvish Bard	1.00	2.00
	Elvish Spirit Guide	1.00	2.50
	Energy Arc	.75	2.00
☆	Exile	6.00	9.00
	False Demise (ver 1)	.25	1.00
	False Demise (ver 2)	.25	1.00
★	Fatal Lore	4.00	6.00
	Feast or Famine (ver 1)	.25	1.00
	Feast or Famine (ver 2)	.25	1.00
★	Floodwater Dam	4.00	6.00
	Force of Will	2.00	4.00
★	Gargantuan Gorilla	5.00	7.00
	Gorilla Berserkers (ver 1)	.15	.50
	Gorilla Berserkers (ver 2)	.15	.50
	Gorilla Shaman (ver 1)	.25	1.00
	Gorilla Shaman (ver 2)	.25	1.00
★	Gustha's Scepter	3.00	5.00
	Hail Storm	.75	1.50
★	Heart of Yavimaya	4.00	6.00
★	Helm of Obedience	10.00	15.00
❍	Inheritance	1.00	2.00
☆	Ivory Gargoyle	7.00	10.00
❍	Juniper Order Advocate	1.00	2.00
★	Kaysa	5.00	7.00
★	Keeper of Tresserhorn	6.00	9.00
❍	Kjeldoran Home Guard	.75	1.50
	Kjeldoran Outpost	10.00	15.00
★	Krovikan Horror	3.00	5.00
	Krovikan Plague	.75	1.50
★	Lake of the Dead	9.00	15.00
★	Library of Lat-Nam	6.00	9.00
	Lim-Dûl's Paladin	1.50	3.00
	Lim-Dûl's Vault	2.00	4.00
★	Lodestone Bauble	5.00	8.00
	Lord of Tresserhorn	9.00	15.00
	Misfortune	3.00	6.00
	Mishra's Groundbreaker	.75	1.50
	Misinformation	1.50	2.50
	Mystic Compass	1.00	2.00
	Nature's Blessing	1.00	2.00
	Nature's Chosen	.75	1.50
★	Nature's Wrath	4.00	6.00
★	Omen of Fire	4.00	6.00
★	Phantasmal Sphere	3.00	5.00
	Pheldagrif	4.00	6.00
★	Phyrexian Devourer	4.00	6.00
★	Phyrexian Portal	3.00	5.00
	Pillage	1.50	4.00
	Primitive Justice	1.00	2.00
	Pyrokinesis	1.00	2.00
❍	Reprisal (ver 1)	.25	1.00
❍	Reprisal (ver 2)	.25	1.00
★	Ritual of the Machine	5.00	7.00
★	Rogue Skycaptain	3.00	5.00
☆	Royal Decree	3.00	5.00
	Scarab of the Unseen	.75	1.50
❍	Scars of the Veteran	1.00	2.00
	School of the Unseen	.75	1.50
❍	Seasoned Tactician	.75	1.50
★	Sheltered Valley	4.00	6.00
	Shield Sphere	1.00	2.00
★	Sol Grail	2.50	4.00
★	Soldevi Digger	5.00	8.00
★	Soldevi Excavations	5.00	8.00
	Soldier of Fortune	1.00	2.00
	Spiny Starfish	1.00	2.00
★	Splintering Wind	3.00	5.00
★	Storm Cauldron	5.00	9.00
	Storm Elemental	1.50	4.00
	Stromgald Spy	1.00	2.00
	Suffocation	1.00	2.00
	Surge of Strength	1.50	3.00
☆	Sustaining Spirit	6.00	9.00
☆	Sworn Defender	4.00	6.00
★	Thawing Glaciers	5.00	8.00
★	Thought Lash	3.00	5.00
★	Tidal Control	2.00	4.00
★	Tornado	2.00	4.00
❍	Unlikely Alliance	.75	1.50
★	Urza's Engine	1.00	3.50
★	Varchild's War-Riders	5.00	7.00
	Viscerid Drone	1.00	2.00
	Wandering Mage	5.00	7.00
★	Whirling Catapult	1.00	3.00
	Winter's Night	4.00	6.00
	Yavimaya Ants	2.50	4.00

MIRAGE

WIZARDS OF THE COAST- 1996

Full Set (350 cards)	$275.00	350.00
Starter Deck (60 cards)	7.50	9.00
Starter Box (12 decks)	90.00	108.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	90.00	108.00
Commons	.15	.50

	Name	Low	High
★	Abyssal Hunter	3.00	5.00
★	Acidic Dagger	3.00	5.00
★	Afiya Grove	3.00	5.00
❍	Afterlife	.75	1.50
	Aleatory	.75	1.50
★	Amber Prison	5.00	7.00
★	Amulet of Unmaking	3.00	5.00
★	Ancestral Memories	5.00	7.00
★	Ashen Powder	4.00	6.00
	Asmira, Holy Avenger	4.00	6.00
☆	Auspicious Ancestor	3.00	5.00
	Bad River	.75	1.50
	Barbed Foliage	.75	1.50
	Barbed-Back Wurm	.75	1.50
★	Barreling Attack	3.00	5.00
	Basalt Golem	.75	1.50
★	Bazaar of Wonders	5.00	7.00
	Benthic Djinn	5.00	7.00
	Blighted Shaman	.75	1.50
	Blind Fury	.75	1.50
❍	Blinding Light	.75	1.50
★	Bone Mask	3.00	5.00
★	Brushwagg	3.00	5.00
	Burning Palm Effreet	.75	1.50
	Cadaverous Bloom	5.00	7.00
★	Canopy Dragon	6.00	9.00
★	Carrion	3.00	5.00
★	Catacomb Dragon	8.00	12.00
☆	Celestial Dawn	10.00	15.00
	Cerulean Wyvern	.75	1.50
★	Chaosphere	4.00	6.00
	Charcoal Diamond	1.00	2.00
	Chariot of the Sun	.75	1.50
	Cinder Cloud	1.00	2.00
	Circle of Despair	3.00	5.00
	Consuming Ferocity	.75	1.50
	Coral Fighters	.75	1.50
★	Crimson Hellkite	10.00	15.00
	Crimson Roc	.75	1.50
	Crypt Cobra	.75	1.50
	Crystal Golem	.75	1.50
	Crystal Vein	.75	1.50
★	Cursed Totem	6.00	8.00
★	Cycle of Life	3.00	5.00
★	Daring Apprentice	3.00	5.00
	Decomposition	.75	1.50
	Delirium	.75	1.50
	Discordant Spirit	4.00	6.00
	Dissipate	1.00	2.00
☆	Divine Retribution	3.00	5.00
	Dread Specter	.75	1.50
	Dwarven Miner	2.00	3.00
★	Early Harvest	3.00	5.00
	Elixir of Vitality	.75	1.50
	Emberwilde Caliph	3.00	5.00
★	Emberwilde Djinn	4.00	6.00
	Energy Bolt	4.00	6.00
★	Energy Vortex	4.00	6.00
❍	Enlightened Tutor	1.50	2.50
	Ersatz Gnomes	.75	1.50
	Ether Well	.75	1.50
☆	Ethereal Champion	4.00	6.00
	Fallow Earth	.75	1.50
❍	Favorable Destiny	1.00	2.00
	Femeref Archers	.75	1.50
★	Final Fortune	7.00	10.00
	Fire Diamond	1.00	2.00

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

Flame Elemental	.75	1.50	
Flash	3.00	5.00	
Flood Plain	1.00	2.00	
Floodgate	.75	1.50	
Foratog	.75	1.50	
Forbidden Crypt	4.00	6.00	
Forsaken Wastes	5.00	7.00	
Frenetic Efreet	3.00	5.00	
Goblin Scouts	1.00	2.00	
Goblin Soothsayer	.75	1.50	
Grasslands	.75	1.50	
Grim Feast	4.00	6.00	
Grinning Totem	15.00	25.00	
Hakim, Loreweaver	3.00	5.00	
Hall of Gemstone	5.00	8.00	
Hammer of Bogarden	10.00	15.00	
Harbinger of Night	4.00	6.00	
Harbor Guardian	.75	1.50	
Harmattan Efreet	.75	1.50	
Haunting Apparition	.75	1.50	
Hazerider Drake	.75	1.50	
Hivis of the Scale	3.00	5.00	
Horrible Hordes	.75	1.50	
Igneous Golem	.75	1.50	
Illicit Auction	3.00	5.00	
Illumination	.75	1.50	
Infernal Contract	4.00	6.00	
Iron Tusk Elephant	.75	1.50	
Jabari's Influence	4.00	6.00	
Jungle Patrol	3.00	5.00	
Jungle Troll	1.00	2.00	
Kaervek's Hex	.75	1.50	
Kaervek's Purge	1.00	2.00	
Karoo Meerkat	.75	1.50	
Kukemssa Pirates	3.00	5.00	
Lead Golem	.75	1.50	
Leering Gargoyle	3.00	5.00	
Lion's Eye Diamond	4.00	7.00	
Locust Swarm	.75	1.50	
Lure of Prey	3.00	5.00	
Malignant Growth	3.00	5.00	
Mana Prism	.75	1.50	
Mangara's Blessing	.75	1.50	
Mangara's Equity	.75	1.50	
Mangara's Tome	4.00	6.00	
Marble Diamond	1.00	2.00	
Maro	5.00	8.00	
Meddle	1.00	2.00	
Melesse Spirit	2.00	3.00	
Mind Bend	1.50	2.50	
Mind Harness	.75	1.50	
Mindbender Spores	3.00	5.00	
Mire Shade	.75	1.50	
Misers' Cage	3.00	5.00	
Mist Dragon	8.00	12.00	
Moss Diamond	1.00	2.00	
Mountain Valley	1.00	2.00	
Mtenda Griffin	1.00	2.00	
Mystical Tutor	1.50	2.50	
Natural Balance	5.00	8.00	
Nettletooth Djinn	1.00	2.00	
Nocturnal Raid	.75	1.50	
Null Chamber	5.00	7.00	
Painful Memories	.75	1.50	
Patagia Golem	.75	1.50	
Paupers' Cage	3.00	5.00	
Pearl Dragon	7.00	10.00	
Phyrexian Dreadnought	8.00	12.00	
Phyrexian Purge	3.00	5.00	
Phyrexian Tribute	3.00	5.00	
Phyrexian Vault	1.00	2.00	
Political Trickery	5.00	7.00	
Polymorph	5.00	8.00	
Preferred Selection	4.00	6.00	
Prismatic Boon	.75	1.50	
Prismatic Lace	3.00	5.00	
Psychic Transfer	4.00	6.00	
Purgatory	4.00	6.00	
Purraj of Urborg	4.00	6.00	
Radiant Essence	.75	1.50	
Rashida Scalebane	3.00	5.00	
Ravenous Vampire	.75	1.50	
Razor Pendulum	4.00	6.00	
Reckless Embermage	4.00	6.00	
Reflect Damage	4.00	6.00	
Reign of Chaos	.75	1.50	
Reign of Terror	.75	1.50	
Reparations	4.00	6.00	
Rock Basilisk	4.00	6.00	
Rocky Tar Pit	1.00	2.00	
Roots of Life	.75	1.50	
Sacred Mesa	9.00	12.00	
Sand Golem	.75	1.50	
Savage Twister	2.00	3.00	
Sawback Manticore	3.00	5.00	
Sealed Fate	1.50	2.50	
Seeds of Innocence	3.00	5.00	
Shadowbane	1.00	2.00	
Shallow Grave	5.00	7.00	
Shauku's Minion	.75	1.50	
Shauku, Endbringer	5.00	7.00	

Grinning Totem
Artifact
2, Sacrifice Grinning Totem: Search target opponent's library for any card and put it face up in front of you. That player shuffles his or her library afterwards. You may play the card as though it were in your hand. If you do not play the card by the beginning of your next upkeep, put it into its owner's graveyard.
Illus. Donato Giancola

TOP 10 HOTTEST CARDS

1) Grinning Totem

Four out of five dentists recommend brushing daily to keep a winning smile. The fifth recommends spending four mana to bring out the Totem, whose grin can help you win. With it, you can search your opponent's deck for a spell, which you can then cast as if it were your own.

Shimmer	4.00	6.00	
Sidar Jabari	4.00	6.00	
Sirocco	1.00	2.00	
Sky Diamond	1.00	2.00	
Soul Echo	5.00	7.00	
Soul Rend	.75	1.50	
Spatial Binding	.75	1.50	
Spectral Guardian	4.00	6.00	
Spirit of the Night	8.00	12.00	
Stupor	1.50	3.00	
Subterranean Spirit	4.00	6.00	
Sunweb	3.00	5.00	
Superior Numbers	.75	1.50	
Suq'Ata Firewalker	.75	1.50	
Tainted Specter	4.00	6.00	
Taniwha	7.00	10.00	
Teeka's Dragon	7.00	10.00	
Teferi's Imp	3.00	5.00	
Teferi's Isle	3.00	5.00	
Telim'Tor	4.00	6.00	
Telim'Tor's Darts	.75	1.50	
Telim'Tor's Edict	3.00	5.00	
Tidal Wave	.75	1.50	
Tombstone Stairwell	3.00	5.00	
Torrent of Lava	3.00	5.00	
Tropical Storm	.75	1.50	
Uktabi Wildcats	4.00	6.00	
Unerring Sling	.75	1.50	
Unfulfilled Desires	4.00	6.00	
Unseen Walker	.75	1.50	
Unyaro Bee Sting	.75	1.50	
Unyaro Griffin	.75	1.50	
Vaporous Djinn	.75	1.50	
Ventifact Bottle	4.00	6.00	
Vigilant Martyr	.75	1.50	
Vitalizing Cascade	.75	1.50	
Volcanic Dragon	7.00	10.00	
Volcanic Geyser	2.00	3.00	
Waiting in the Weeds	4.00	6.00	
Warping Wurm	4.00	6.00	
Wave Elemental	.75	1.50	
Wellspring	3.00	5.00	
Wildfire Emissary	1.00	2.00	
Windreaper Falcon	.75	1.50	
Withering Boon	.75	1.50	
Worldly Tutor	1.00	2.00	
Yare	3.00	5.00	
Zebra Unicorn	.75	1.50	
Zhalfirin Commander	.75	1.50	
Zirilan of the Claw	6.00	8.00	
Zombie Mob	.75	1.50	
Zuberi, Golden Feather	5.00	7.00	

PROMOTIONAL CARDS

Arena	8.00	12.00
Giant Badger	6.00	10.00
Mana Crypt	20.00	30.00
Nalathni Dragon	6.00	10.00
Sewers of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

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InQuest price guide

BATTLETECH
WIZARDS OF THE COAST–1996

Full Set (293 cards)	•	•
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	100.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

DARK AGE: FEUDAL LORDS
FPG–1998

Full Set (231 cards including 5 chase cards)	$150.00	175.00
Starter Deck (65 cards)	11.00	13.00
Combo Display Box (6 decks/36 packs)	140.00	150.00
Booster Pack (10 cards)	2.25	2.50
Booster Box (36 packs)	75.00	85.00

DC OVERPOWER
FLEER/SKYBOX–1996

Full Set (334 cards)	$175.00	250.00
Starter Deck (69 cards)	8.00	9.00
Starter Box (12 decks)	90.00	100.00
Booster Pack (9 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

Azrael Hero Card	R	4.00	7.00
Batman Hero Card	R	4.00	6.00
Batman Martial Arts Expert	R	4.00	7.00
Robin Hero Card	U	1.00	2.00
Superman Hero Card	R	4.00	6.00

GUARDIANS
FPG–1995

Full Limited Edition Set (324 cards including all variants)	$150.00	250.00
Full Unlimited Edition Set (324 cards including all variants)	150.00	250.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00

Limited & Unlimited cards are same price.

Control Destiny	U	2.00	3.00
Death	R	4.00	6.00
Dragon Wing Lord	R	10.00	15.00
Grand Avatar	R	10.00	15.00
Smoke Spirit, The	U	2.00	3.00

DAGGER ISLE EXPANSION
FPG–1998

Full Set (122 cards including variants)	$80.00	120.00
Booster Pack (14 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00

Champs the Wonder Dog	R	8.00	12.00
Elandar, Mighty Wizard	R	5.00	8.00
Farmer Brown	R	5.00	8.00
Santa's Beer Sled	C	1.50	2.50
Supermodeloid	C	1.00	2.00

DRIFTER'S NEXUS EXPANSION
FPG–1996

Full Set (122 cards including variants)	$70.00	110.00
Booster Pack (8 cards)	1.75	2.00
Booster Box (60 packs)	100.00	115.00

HIGHLANDER
THUNDER CASTLE GAMES–1995

Full Set (165 cards)	$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Collector's Tin Set (250 cards)	150.00	175.00

Amanda	R	4.00	6.00
Connor McLeod	R	7.00	10.00
Duncan McLeod	R	7.00	10.00
Nefertiri	R	4.00	6.00
Richie Ryan	R	6.00	8.00

HIGHLANDER: THE MOVIE EXPANSION
THUNDER CASTLE GAMES–1995

Full Set (300 cards)	$200.00	300.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	70.00	90.00

MARVEL OVERPOWER
FLEER–1995

Full Set (345 cards including 42 Mission cards)	$300.00	400.00
Starter Deck (62 cards)	$7.00	10.00
Starter Box (12 decks)	80.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00
42-card Missions set (1 per pack)	1.00	2.00

Captain America Hero Card	R	4.00	6.00
Iron Man Hero Card	R	4.00	6.00
Magneto Hero Card	R	5.00	8.00
Spider-Man Hero Card	R	9.00	15.00
Wolverine Hero Card	R	9.00	15.00
Wolvie Wounded Animal	R	7.00	12.00

POWERSURGE EXPANSION
FLEER- 1995

Full Set (269 cards including 14 Mission cards)	$200.00	300.00
Booster Pack (9 cards)	1.50	2.00
Booster Box (36 packs)	50.00	65.00
14-card Mission set	.25	.75

MISSION CONTROL EXPANSION
FLEER–1996

Full Set (142 cards including 14 Mission cards)	$40.00	60.00
Booster Pack (9 cards)	1.40	1.75
Booster Box (36 packs)	48.00	55.00
14-card Mission Set	.25	.75

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION
IRON CROWN ENTERPRISES–1995

Full Set (484 cards)	$375.00	500.00
Starter Deck (76 cards)	10.00	12.00
Starter Box (10 decks)	95.00	110.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	120.00
Unlisted Common cards	.05	.30
Unlisted Common sites	.25	.75
Unlisted Common characters	.25	.75

P rarity denotes Promo.

Adunaphel	R	7.00	10.00
Agburanar	R	5.00	8.00
Akhôrahil	R	8.00	12.00
Align Palantír	U	1.50	3.00
Anborn	U	1.50	3.00
Andúril, Flame of the West	R	4.00	6.00
Arinmîr	U	1.50	3.00
Arkenstone, The	R	7.00	10.00
Army of the Dead	R	4.00	6.00
Arwen	R	5.00	8.00
Assassin	R	7.00	10.00
Athelas	U	1.50	3.00
Awaken the Earth's Fire	U	1.50	3.00
Balance of Things, The	R	5.00	8.00
Balin	U	1.50	3.00
Balrog of Moria	R	7.00	10.00
Bane of the Ithil-stone	R	5.00	8.00
Barad-dûr	R	5.00	8.00
Barliman Butterbur	U	.75	1.00
Barrow-wight	U	1.50	3.00
Beretar	U	1.50	3.00
Bergil	U	1.50	3.00
Bert (Bûrat)	U	1.50	3.00
Bilbo	R	9.00	15.00
Bill the Pony	U	.75	1.00
Black Arrow	P	3.00	5.00
Blue Mountain Dwarves	U	.75	1.00
Bombur	U	1.50	3.00
Book of Mazarbul	U	1.50	3.00
Bridge	U	1.50	3.00
Burden of Time, The	U	2.00	4.00
Call of the Sea	U	3.00	5.00
Carn Dûm	R	4.00	6.00
Caves of Ulund	U	1.50	2.50
Cirdan	R	6.00	8.00
Cirith Ungol	R	4.00	6.00
Clear Skies	R	4.00	6.00
Clouds	R	4.00	6.00
Cock Crows, The	U	2.00	4.00
Corsairs of Umbar	U	1.50	3.00
Cracks of Doom	U	2.00	4.00
Daelomin	R	4.00	6.00
Dáin II	R	5.00	8.00
Damrod	U	1.50	3.00
Dancing Spire	U	1.50	2.50
Dead Marshes	U	1.50	2.50
Denethor II	R	4.00	6.00
Dimrill Dale	U	1.50	2.50
Dol Guldur	R	4.00	6.00
Dori	U	1.50	3.00
Dragon's Desolation	U	1.50	3.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	4.00	6.00
Durin's Axe	U	1.50	3.00
Dwar of Waw	R	6.00	8.00
Dw. Ring of Barin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	5.00	8.00
Dw. Ring of Druin's Tribe	R	5.00	8.00
Dw. Ring of Durin's Tribe	R	5.00	8.00
Dw. Ring of Dwalin's Tribe	R	5.00	8.00
Dw. Ring of Thelor's Tribe	U	2.00	4.00
Dw. Ring of Thrér's Tribe	U	2.00	4.00
Eagle-mounts	R	4.00	6.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	4.00	6.00
Easterlings	R	4.00	6.00
Elf-song	R	7.00	10.00
Elrond	R	8.00	12.00
Elves of Lindon	R	4.00	6.00
Ent-draughts	U	1.50	2.50
Éomer	U	1.50	3.00
Éowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	7.00	10.00
Fair Sailing	R	4.00	6.00
Fair Travels in Dark-domains	R	5.00	8.00
Fair Travels in Free-domains	R	5.00	8.00
Favor of the Valar	R	4.00	6.00
Fell Beast	R	10.00	15.00
Fell Turtle	R	4.00	6.00
Fili	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	10.00	18.00
Fury of The Iron Crown	P	2.50	4.00
Galadriel	R	6.00	9.00
Galva	R	4.00	6.00
Gamling the Old	U	1.50	3.00
Ghân-buri-Ghân	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	3.00	5.00
Goldberry	U	.75	1.00
Gollum	U	3.00	5.00
Gollum's Fate	R	6.00	8.00
Great Eagles, The	U	.75	1.00
Great Goblin, The	R	4.00	6.00
Great-shield of Rohan	U	1.50	3.00
Great Ship	R	5.00	8.00
Gwaihir	R	4.00	6.00
Halbarad	U	1.50	3.00
Haldalam	R	4.00	6.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	4.00	6.00
Hillmen	U	.75	1.00
Himring	U	1.50	2.50
Hoarmurath of Dir	R	7.00	10.00
Hobbits	R	5.00	8.00
Huorn	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Dawndeath	R	6.00	8.00
Irerock	U	1.50	2.50
Iron Crown, The	P	2.50	4.00
Isles of the Dead that Live	R	5.00	8.00
Khamûl the Easterling	R	10.00	18.00
Knights of Dol Amroth	U	.75	1.00
Lapse of Will	U	2.00	4.00
Leaflock	U	.75	1.00
Legolas	U	1.50	3.00
Lesser Ring	U	2.00	3.00
Leucaruth	R	4.00	6.00
Lossoth	U	.75	1.00
Lost at Sea	R	4.00	6.00
Lost in Dark-domains	R	5.00	8.00
Lucky Search	R	4.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	4.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	2.00	4.00
Magic Ring of Lore	U	2.00	4.00
Magic Ring of Nature	U	2.00	4.00
Magic Ring of Stealth	U	2.00	4.00
Magic Ring of Words	U	2.00	4.00
Men of Anfalas	U	.75	1.00
Men of Dorwinion	U	.75	1.00
Men of Lamedon	U	.75	1.00
Men of Lebennin	U	.75	1.00
Men of Northern Rhovanion	U	.75	1.00
Merry	U	1.50	3.00
Minas Morgul	R	4.00	6.00
Minions Stir	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	4.00	6.00
Moon	U	1.50	3.00
Morannon	R	7.00	10.00
Morgul-horse	R	6.00	9.00
Morgul-knife	R	5.00	8.00
Morgul Night	R	6.00	9.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	6.00	9.00
Mumak (Oliphant)	R	4.00	6.00
Narsil	U	1.50	3.00
Narya	R	6.00	10.00
Nazgûl are Abroad, The	R	6.00	10.00
Neeker- Breekers	P	2.50	4.00
Nenya	R	7.00	10.00
New Moon	U	2.00	4.00
Óin	U	1.50	3.00
Old Man Willow	U	2.00	4.00
Old Thrush, The	U	2.00	4.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	25.00	40.00
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantír of Amon Sul	R	4.00	6.00
Palantír of Annúminas	R	4.00	6.00
Palantír of Elostirion	U	1.50	3.00
Palantír of Minas Tirith	U	1.50	3.00
Palantír of Orthanc	U	1.50	3.00
Palantír of Osgiliath	R	4.00	6.00
Pale Sword, The	R	6.00	9.00
Paths of the Dead	R	4.00	6.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	5.00	8.00
Púkel-men	R	5.00	8.00
Quickbeam	U	.75	1.00
Quiet Lands	U	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ren the Unclean	R	7.00	10.00
Return of the King	R	4.00	6.00
Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Roäc the Raven	R	4.00	6.00
Rogrog	R	4.00	6.00
Sacrifice of Form	R	6.00	9.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	5.00	8.00
Shadowfax	R	5.00	8.00
Shelob	R	8.00	12.00
Shelob's Lair	R	7.00	10.00
Siege	R	7.00	10.00
Silent Watcher	R	5.00	8.00
Skinbark	R	4.00	6.00
Slayer	U	1.50	3.00
Smaug	R	10.00	15.00
Snowstorm	R	4.00	6.00
Southron Oasis	R	4.00	6.00
Southrons	R	4.00	6.00
Star-glass	U	1.50	3.00
Stars	U	1.50	3.00
Sting	U	1.50	3.00
Stone-circle	R	4.00	6.00
Stone of Erech	R	4.00	6.00
Stones, The	R	4.00	6.00
Storms of Ossë	R	4.00	6.00
Sun	U	1.50	3.00
Thief	R	6.00	8.00
Thorin II	R	6.00	9.00
Tolfalas	R	4.00	6.00
Tom Bombadil	R	4.00	6.00
Tom (Tuma)	U	1.50	3.00
Torque of Hues	U	2.00	4.00
Traitor	R	5.00	8.00
Treebeard	U	.75	1.00

• PRICE NOT AVAILABLE

True Fána	R	5.00	8.00
Use Palantír	U	2.00	4.00
Uvatha the Horseman	R	7.00	10.00
Vale of Erech	R	4.00	6.00
Variag Camp	R	4.00	6.00
Variags of Khand	R	4.00	6.00
Vilya	R	4.00	6.00
Vygavril	R	4.00	6.00
Wacho	U	1.50	3.00
Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
White Tree, The	R	5.00	8.00
William (Wuluag)	U	1.50	3.00
Will of Sauron, The	R	8.00	12.00
Will of the Ring, The	R	6.00	9.00
Witch-king of Angmar	R	8.00	12.00
Wizard's Fire	R	5.00	8.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's Ring	R	4.00	6.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	4.00	6.00
Woodmen	U	.75	1.00
Words of Power and Terror	R	5.00	8.00
Woses of Old Pükel-land	R	4.00	6.00
Woses of the Drúadan Forest	U	.75	1.00

THE DRAGONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)	$150.00	200.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	75.00	100.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.50

P rarity denotes promo.

Agburanar at Home	R	2.50	4.00
Bairanax	R	5.00	8.00
Bairanax at Home	R	2.50	4.00
Black Breath	R	4.00	6.00
Buhr Widu	U	1.00	3.00
Daelomin at Home	R	2.50	4.00
Deftness of Agility	R	3.00	5.00
Dragon's Hunger	R	3.00	5.00
Eärcaraxë	R	7.00	10.00
Eärcaraxë at Home	R	3.00	5.00
Echo of all Joy	U	1.00	3.00
Emerald of the Mariner	R	7.00	10.00
Exile of Solitude	R	3.00	5.00
Fever of Unrest	R	3.00	5.00
Fram Framson	R	4.00	6.00
Frenzy of Madness	R	2.50	4.00
Gothmog	R	4.00	6.00
Helm of Her Secrecy	R	4.00	6.00
Ireful Flames	P	3.00	5.00
Itangast	R	5.00	8.00
Itangast at Home	R	3.00	5.00
King Under the Mountain	R	5.00	8.00
Know to an Ounce	R	5.00	8.00
Legendary Hoard	R	5.00	8.00
Leucaruth at Home	R	3.00	5.00
Many Sorrows Befall	R	3.00	5.00
Marvels Told	C	.50	1.00
Mathom Lore	R	6.00	8.00
Memories Stolen	R	5.00	8.00
Morgul Rats	R	3.00	5.00
Nenseldë the Winged	R	4.00	6.00
No Escape from my Magic	R	5.00	8.00
Parsimony of Seclusion	R	3.00	5.00
Passion of Wrath	R	3.00	5.00
Prowess of Age	R	3.00	5.00
Prowess of Might	R	2.50	4.00
Returned Exiles	R	4.00	6.00
Riddle Game, The	R	3.00	6.00
Scatha	R	6.00	9.00
Scatha at Home	R	3.00	5.00
Scorba	R	6.00	9.00
Scorba Ahunt	U	1.00	3.00
Scorba at Home	R	3.00	5.00
Shadow of Mordor	R	8.00	12.00
Skin-Changer	R	5.00	8.00
Smaug at Home	R	3.00	5.00
Song of the Lady	R	4.00	6.00
Staff Asunder	R	3.00	5.00
Subtlety of Guile	R	3.00	5.00
Thrain II	R	5.00	8.00
Velocity of Haste	R	4.00	6.00
Were-Worm	R	6.00	9.00
Wild Fell Beast	R	8.00	12.00
Winds of Wrath	R	4.00	6.00
Wizard's Staff	U	1.00	3.00
Wormsbane	R	5.00	8.00

DARK MINIONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)	$150.00	200.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.25
Unlisted Rare cards	2.00	3.00

Aiglos	R	4.00	6.00
An Unexpected Party	R	2.50	4.00
Baduila	R	4.00	6.00
Black Enemy's Wrath, The	R	2.50	4.00
Buthrakaur the Green	R	2.50	4.00
Dragon-helm	R	3.00	5.00
Durin's Bane	R	5.00	8.00
Elerina	R	3.00	5.00
Eyes of Mandos	R	3.00	5.00
Fate of the Ithil Stone	R	3.00	5.00
Firiel	R	3.00	5.00
First of the Order	R	2.50	4.00
Golodhros	R	4.00	6.00
Grimburgoth, The	R	3.00	5.00
Herb-lore	R	2.50	4.00
Hobbit-lore	R	2.50	4.00
Hunt, The	R	2.50	4.00
Iron-Deeps, The	R	2.50	4.00
Into the Smoking Cone	R	4.00	6.00
Like the Crash of Battering-Rams	R	2.50	4.00
My Precious	R	3.00	5.00
Out of the Black Sky	R	2.50	4.00
Pass the Doors of Dol Guldur	R	4.00	6.00
Phial of Galadriel	R	4.00	6.00
Revealed to All Watchers	R	2.50	4.00
Spider of the Morlat	R	4.00	6.00
Sulfur-Deeps, The	R	2.50	4.00
Taladhan	R	2.50	4.00
Under-courts, The	R	2.50	4.00
Under-galleries, The	R	2.50	4.00
Tribal Totem	R	2.50	4.00
Wormtongue	R	3.00	5.00

MYTHOS: CALL OF CTHULHU

CHAOSIUM–1996

Full Set (218 cards including 18 Investigative cards)	$150.00	200.00
Starter Deck (60 cards)	9.00	12.00
Starter Box (10 decks)	85.00	110.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Chime of Tezchaptl	R	4.00	6.00
Esoteric Order of Dagon	R	5.00	8.00
Gnaph Keh	R	5.00	8.00
Mist Projector	R	5.00	8.00
Nyarlathotep	R	7.00	10.00
Ring of Eibon	R	5.00	8.00

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	$40.00	60.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Dunwich Horror, The	R	3.00	5.00
Miskatonic University, Science Annex	R	2.00	4.00
Necronomicon (Latin)	U	1.00	2.00
Old Man Whateley	R	3.00	5.00
Wilbur Whateley	U	1.00	2.00

CTHULHU RISING EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	$40.00	60.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Create Time Warp	R	2.00	4.00
Hastur	R	3.00	5.00
Song of Hastur	R	2.00	4.00
Steal Life	R	2.00	4.00
Strange Case of Charles Fort, The	R	2.00	4.00

LEGENDS OF THE NECRONOMICON EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	$40.00	60.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Akhenaten's Tomb	R	2.00	4.00
Al-Azhar University	R	3.00	5.00
Brotherhood of the Black Pharaoh	R	2.00	4.00
Consume Likeness	R	2.00	4.00
Remortification	R	2.00	4.00

NETRUNNER

WIZARDS OF THE COAST–1996

Full Set (374 cards)	$325.00	425.00
Starter Dual Deck (120 cards)	16.00	20.00
Starter Box (6 dual decks)	90.00	110.00
Booster Pack (15 cards)	3.00	3.25
Booster Box (36 packs)	90.00	110.00
Vital cards	1.00	2.00
Unlisted Common cards	.05	.30
Unlisted Vital Cards	.75	1.50
Unlisted Uncommon cards	.50	1.25
Unlisted Rare cards	2.00	4.00

Vital cards are more common than Commons in starter decks, and between Uncommon and Rare in booster packs.

Access Through Alpha	R	4.00	6.00
Al Boon	R	4.00	6.00
Al Chief Financial Officer	R	5.00	8.00
Arasaka Owns You	R	3.00	5.00
Bartmoss Memorial Icebreaker	R	7.00	10.00
Blood Cat	R	4.00	6.00
City Surveillance	R	5.00	8.00
Data Masons	R	4.00	6.00
Deal with Militech	R	4.00	6.00
Desperate Competitor	R	4.00	6.00
Dieter Esslin	R	3.00	5.00
Disinfectant, Inc.	R	4.00	6.00
Emergency Self-Construct	R	5.00	8.00
Encoder, Inc.	R	4.00	6.00
Executive Extraction	R	4.00	6.00
False Echo	R	3.00	5.00
Falsified Transactions Expert	R	4.00	6.00
Fatal Attractor	R	3.00	5.00
Field Reporter for Ice and Data	R	4.00	6.00
Forged Activation Orders	R	5.00	8.00
Haunting Inquisition	R	5.00	8.00
Hot Tip for WNS	R	4.00	6.00
I Got a Rock	R	4.00	6.00
Jenny Jett	R	4.00	6.00
Joan of Arc	R	5.00	8.00
Laser Wire	R	4.00	6.00
misc.for-sale	R	7.00	10.00
MIT West Tier	R	5.00	8.00
N.E.T.O.	R	4.00	6.00
Nerve Labyrinth	R	4.00	6.00
Omni Kismet, Ph.D	R	3.00	5.00
Organ Donor	R	4.00	6.00
Pacifica Regional AI	R	3.00	5.00
Playful AI	R	4.00	6.00
Political Overthrow	R	7.00	10.00
Poltergeist	R	3.00	5.00
Preying Mantis	R	5.00	8.00
Priority Wreck	R	4.00	6.00
Ronin Around	R	4.00	6.00
Roving Submarine	R	5.00	8.00
Shell Traders, The	R	4.00	6.00
Silver Lining Recovery Protocol	R	3.00	5.00
Singapore City Grid	R	5.00	8.00
Skalderviken SA Beta Test Site	R	4.00	6.00
Succubus	R	5.00	8.00
Synchronized Attack on HQ	R	4.00	6.00
Terrorist Reprisal	R	4.00	6.00
Tokyo-Chiba Infighting	R	4.00	6.00
Too Many Doors	R	3.00	5.00
Top Runners Conference	R	4.00	6.00
Total Genetic Retrofit	R	4.00	6.00
Twenty-Four-Hour Surveillance	R	4.00	6.00

PROTEUS EXPANSION

WIZARDS OF THE COAST–1996

Full Set (155 cards)	$100.00	150.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	80.00	100.00
Common cards	.05	.30
Uncommon cards	.75	1.50

AI Board Member	R	2.00	4.00
Armageddon	R	6.00	8.00
Back Door to Netwatch	R	4.00	6.00
Bargain with Viacox	R	2.00	4.00
Blackmail	R	4.00	6.00
Colonel Failure	R	2.00	4.00
Cybertech Think Tank	R	2.00	4.00
Death from Above	R	2.00	4.00
Deck, The	R	2.00	4.00
Department of Misinformation	R	4.00	6.00
Executive Boot Camp	R	2.00	4.00
Faked Hit	U	.75	1.50
Fetal AI	R	2.00	4.00
Frame-Up	R	2.00	4.00
Fubar	U	.75	1.50
Garbage In	U	.75	1.50
Get Ready to Rumble	U	.75	1.50
Herman Revista	U	.75	1.50
Highlighter	U	.75	1.50
Hijack	R	2.00	4.00
Homing Missile	U	.75	1.50
Hunting Pack	U	.75	1.50
Iceberg	R	2.00	4.00
Identity Donor	R	2.00	4.00
LDL Traffic Analyzers	R	2.00	4.00
Lesley Major	R	2.00	4.00
Lisa Blyte	R	2.00	4.00
Live News Feed	R	5.00	8.00
Locker	R	2.00	4.00
Lucidrine Drip Feed	R	2.00	4.00
Marcel DeSoleil	R	2.00	4.00
Mastermind	U	.75	1.50
Mercenary Subcontract	U	.75	1.50
Minotaur	U	.75	1.50
Mobile Barricade	R	2.00	4.00
Morphing Tool	U	.75	1.50
Networked Center	R	4.00	6.00
Obfuscated Fortress	R	4.00	6.00
On the Fast Track	U	.75	1.50
Panic Button	U	.75	1.50
Pattel Antibody	U	.75	1.50
Pavit Bharat	R	2.00	4.00
Pirate Broadcast	R	2.00	4.00
Please Don't Choke Anyone	R	2.00	4.00
Poisoned Water Supply	R	4.00	6.00
Prearranged Drop	R	2.00	4.00
Precision Bribery	U	.75	1.50
Promises, Promises	R	2.00	4.00
Research Bunker	R	4.00	6.00
Roadblock	R	4.00	6.00
Scaldan	R	3.00	5.00
Schlaghund Pointers	U	.75	1.50
Senatorial Field Trip	R	2.00	4.00
Simon Francisco	U	.75	1.50
Simulacrum	R	2.00	4.00
Siren	U	.75	1.50
Sphinx 2006	U	.75	1.50
Stereogram Antibody	R	2.00	4.00
Subliminal Corruption	U	.75	1.50
Sumo 2008	U	.75	1.50
Taxman	U	.75	1.50
Test Spin	R	2.00	4.00
Time to Collect	R	4.00	6.00
Toughonium Wall	R	2.00	4.00
Vienna	U	.75	1.50
Viral Pipeline	R	2.00	4.00
Weapons Depot	R	4.00	6.00
World Domination	R	6.00	8.00

RAGE

WHITE WOLF–1995

Full Set (321 cards including 13 ultra-rare chase cards)	$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	65.00	85.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Common cards	.05	.30
Uncommon cards	.75	2.50
Unlisted Rare cards	2.50	3.50

Alexandru ThunderRage	UR	25.00	35.00
Anna Kliminski	R	3.00	5.00
Aurgra Gurahl	R	3.00	5.00
Bottlecap of Shakey Mac	R	3.00	5.00
Bron Mac Fionn	R	3.00	5.00
Coup de Grace	R	3.00	5.00
Elder Vampire	R	3.00	5.00
Fang Dagger	R	5.00	7.00
Gaia's Vengeance	R	4.00	6.00
Gangrel Ally	R	3.00	5.00
Get Medieval	R	6.00	8.00
Golgol Fangs-First	R	3.00	5.00
Grand Klaive	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Grimfang	R	3.00	5.00
Gunnar Draughrbane	UR	25.00	35.00
Harano Gloom	R	3.00	5.00
Jack Debiltongu	UR	25.00	35.00
Julisha of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kinfolk - Soldier of Fortune	R	3.00	5.00
Kinfolk - Veterinarian	R	3.00	5.00
Klaital Stargazer	UR	25.00	35.00
Knife Wind	R	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lunar Eclipse	R	3.00	5.00
Mamu	R	3.00	5.00
Master of the Pack	R	3.00	5.00

WENT UP | WENT DOWN | HEAVILY TRADED

Price guide

Matriarch Mourning	R	3.00	5.00
Morihei High-Mountain	R	3.00	5.00
Mother Larissa	R	3.00	5.00
Oisin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentex Refinery	R	4.00	6.00
Portable Computer	R	3.00	5.00
Progenitor Mage	R	3.00	5.00
Rite of Investiture	R	3.00	5.00
Roger Daly	R	3.00	5.00
Shogeka Hunter Moon	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Horus	UR	25.00	35.00
Skindancer	R	4.00	6.00
Song of the Great Beast	R	3.00	5.00
Tribal War	R	3.00	5.00
Uktena Wyrmfoe	R	4.00	6.00
Walks-with-Might	R	3.00	5.00
Wisdom of the Seer	R	3.00	5.00
Wyrm Slayer, Ronin Garou	R	3.00	5.00
Yuri Tvarivich	UR	25.00	35.00

UMBRA EXPANSION

WHITE WOLF–1995

Full Set (90 cards including 5 ultra-rare chase cards)

	$70.00	125.00
Booster Pack (12 cards)	1.50	2.50
Booster Box (36 packs)	50.00	85.00
Common cards	.05	.30
Uncommon cards	.50	1.00
Unlisted Rare cards	1.00	2.00

Amanda Withers-in-Sun	R	1.50	2.50
Banishment by the Council	R	2.50	3.50
Battleground, The	UR	10.00	18.00
Bjorn-Blood-from-Stone	R	1.50	2.50
Cassandra Shadow-Watcher	R	1.50	2.50
Dreamspeaker Mage	R	3.00	5.00
Dr. S. "Mindbender" Garrison	R	1.50	2.50
Faerie Armor	R	1.50	2.50
Flux	UR	10.00	18.00
Heart of Midnight	R	2.50	3.50
Ka Spirit	R	1.50	2.50
Laughs-at-Death	R	1.50	2.50
Legendary	UR	10.00	18.00
Naomi	R	1.50	2.50
Nexus Crawler	R	2.50	3.50
Nightmaster	R	1.50	2.50
Pangea	UR	10.00	18.00
Petrov Tzarovitch	R	1.50	2.50
Rite of Realm Binding	R	1.50	2.50
Runs-without-Pack	R	1.50	2.50
Shokey Mac	R	2.00	3.00
Summer Country	UR	10.00	18.00
Umbral Wave	R	2.00	3.00
Wahya-Ohni	R	1.50	2.50
Wyldstorm	R	2.50	3.50

WYRM EXPANSION

WHITE WOLF–1995

Full Set (186 cards including 6 ultra-rare chase cards)

	$150.00	175.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (24 packs)	45.00	60.00
Common cards	.05	.30
Uncommon cards	.50	2.00
Unlisted Rare cards	1.50	3.00

Alonzo Montoya	R	4.00	6.00
Amella	R	2.00	4.00
Breath of the Defiled	R	3.00	5.00
Caern of Rytthiku	R	3.00	5.00
Caern of the Blood God	R	3.00	5.00
Caern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Churjuroc's Tusk	UR	12.00	20.00
Count Vladimir Rustovich	UR	25.00	40.00
Cult Leader	R	2.00	4.00
Enticer	R	3.00	5.00
FBI Investigation	R	2.00	4.00
General, The	R	4.00	6.00
Heart Breaker	R	3.00	5.00
Incama Avatar	R	2.00	4.00
Kiss of the Wyrm	R	3.00	5.00
Longtooth Soulkiller	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Mage's Talisman	R	5.00	7.00
Malfess	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Pentex Executive & Limousine	R	2.00	4.00
Psychotic Hallucination	R	2.00	4.00
Psychotic Stalker	R	2.00	4.00
Red-Headed Stepchild	R	3.00	5.00
Rent Assunder	R	3.00	5.00
Spiritual Revelation	R	2.00	4.00
Taannik	R	3.00	5.00
T.F. MacNeil	R	3.00	5.00
Totem Form	R	2.00	4.00
Trinity Hive Caern	UR	12.00	20.00
Vampire Blood	R	3.00	5.00
Zhyznak	UR	12.00	20.00

WAR OF THE AMAZON EXPANSION

WHITE WOLF–1996

Full Set (140 cards including 5 ultra-rare chase cards)

	$100.00	150.00
Booster Pack (10 cards)	1.75	2.00
Booster Box (24 packs)	40.00	48.00
Common cards	.05	.30
Uncommon cards	.50	2.00
Unlisted Rare cards	1.50	2.50

Atahualpa, Blood of the Incas	R	2.00	4.00
Barnaby Shadrack	R	3.00	5.00
Battle Fervor	R	2.00	4.00
Black Claw	R	3.00	5.00
Breath of Fire	R	2.00	4.00
Conquistador's Sword	UR	12.00	20.00
Dorado Realm	UR	12.00	20.00
El Dorado	UR	12.00	20.00
Fancy Footwork Combat	R	2.00	4.00
Joseph Herlech	UR	12.00	20.00
Lost in the Jungle	R	2.00	4.00
Mantle of El Dorado	R	4.00	6.00
Rocket Launcher	R	2.00	4.00
Sept of Gold	UR	12.00	20.00
Sky River	R	2.00	4.00
Spirit Backlash	R	2.00	4.00
Stand Like A Fool	R	2.00	4.00
Swift Reconnaissance	R	2.00	4.00
Tremere Warlock	R	2.00	4.00

LEGACY OF THE TRIBES EXPANSION

WHITE WOLF–1996

Full Set (215 cards including 5 ultra-rare chase cards)

	$125.00	175.00
Booster Pack (10 cards)	1.75	2.00
Booster Box (24 packs)	40.00	48.00
Common cards	.05	.30
Uncommon cards	.50	2.00
Unlisted Rare cards	1.50	2.50

Anubis Stone	R	2.00	4.00
Austere Temple	R	3.00	5.00
Black Room, The	R	2.00	4.00
Ciran Far-Traveler	R	3.00	5.00
Dark Moon's Femur	R	2.00	4.00
Flamethrower	R	3.00	5.00
Frankweiler Sword	R	3.00	5.00
Giant Dogs Besiege City!	R	2.00	4.00
Gloom-at-Midnight	UR	12.00	20.00
Grandfather Bannion	R	2.00	4.00
Gungnir	R	2.00	4.00
Harmon Truefriend	R	2.00	4.00
Howls Like Thunder	R	3.00	5.00
John Hidden-Moon	R	2.00	4.00
Jorge Bolivar	UR	12.00	20.00
Joseph Roars-as-Bull	R	2.00	4.00
King Albrecht	R	4.00	6.00
Litany's Guidance, The	R	2.00	4.00
Margrave Knietzka	R	3.00	5.00
Mari Cabrah	R	2.00	4.00
Markus Rage-Like-Fire	R	3.00	5.00
Modi Votishal	UR	12.00	20.00
Monster Joe's Truck-n-Tow	R	2.00	4.00
Nwinda Moonsilver	R	12.00	20.00
Orb of the Umbra	UR	2.00	4.00
Pandora's Box	R	2.00	4.00
Passive Aggression	R	2.00	4.00
Questor	R	2.00	4.00
Revilement	R	2.00	4.00
Rheya Wrath-of-Heaven	UR	12.00	20.00
Roofwalker	R	2.00	4.00
Silver Crown, The	R	3.00	5.00
Spirit Circle	R	3.00	5.00
Stalks-Death	R	3.00	5.00
Tabula Rasa	R	2.00	4.00
Tambertail's Heart	R	3.00	5.00
Thunder's Gauntlet	R	3.00	5.00
Tibetan Monastary	R	3.00	5.00
Tracker-by-Moonlight	R	2.00	4.00
War Lodge	R	3.00	5.00
Web Drive Interface	R	2.00	4.00
William Wallace's Bones	R	2.00	4.00
Wyldkin Karni	R	2.00	4.00
Zmei	R	3.00	5.00

SHADOWFIST

DAEDALUS GAMES–1995

Full Limited Set (323 cards)		$200.00	275.00
Full Standard Set (324 cards)		200.00	275.00
Starter Deck (60 cards)		8.00	10.00
Starter Box (12 decks)		90.00	110.00
Booster Pack (12 cards)		2.50	3.00
Booster Box (38 packs)		85.00	110.00

Limited & Standard are same price.

Draco	R	8.00	12.00
Homo Omega	R	10.00	15.00
Kinoshita House	R	5.00	8.00
Soul Maze	R	5.00	8.00
Zheng Yi Quan	R	10.00	15.00

NETHERWORLD EXPANSION

DAEDALUS GAMES–1995

Full Set (134 cards)		$75.00	125.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00

Furious George	R	6.00	8.00
Ice Pagoda	R	5.00	8.00
Ice Shards	R	6.00	8.00
Ting Ting	R	10.00	15.00
Ze Botelho	R	5.00	8.00

FLASHPOINT EXPANSION

DAEDALUS GAMES–1996

Full Set (145 cards)		$90.00	140.00
Booster Pack (8 cards)		1.50	1.75
Booster Box (30 packs)		45.00	50.00

STAR TREK

FLEER/SKYBOX–1996

Full Set (308 cards)		$175.00	250.00
Starter Deck (65 cards)		8.00	10.00
Booster Pack (15 cards)		2.50	3.50
Booster Box (36 packs)		75.00	110.00
Unlisted Common cards		.05	.25
Unlisted Uncommon cards		.50	1.50
Unlisted Rare cards		2.00	4.00

The VC rarity denotes Very Common cards found in every starter deck.

Ambassador Robert Fox	VR	4.00	6.00
Android Duplicate!	VR	4.00	6.00
Boot Scene	R	3.00	5.00
Captain James T. Kirk	VC	.15	.50
Captain John Christopher "City on the Edge of Forever, The" (M)	U	.50	1.50
	U	1.00	2.00
Commander Spock	VC	.15	.50
Commodore Jose Mendez	VR	4.00	6.00
Cultural Envoy	VR	5.00	7.00
Decisive Action	R	4.00	6.00
Default Discovery	VC	.15	.50
Default Mission	VC	.15	.50
Default Plot	VC	.15	.50
Dikironium Cloud Creature	VR	4.00	6.00
Dr. Elizabeth Dehner (Challenge)	VR	4.00	6.00
Dr. Leonard H. "Bones" McCoy	VC	.15	.50
Dr. Mark Piper	R	3.00	5.00
Edge of the Galaxy	VR	6.00	8.00
Edith Keeler, 20th Century Reformer	VR	6.00	9.00
Ensign Pavel A. Chekov	U	1.50	3.00
Former Love	VR	4.00	6.00
Former Rival Finnegan	VR	4.00	6.00
Galactic High Commissioner Ferris	VR	4.00	6.00
Genghis Khan	U	1.50	2.50
"I'm a Doctor, Not a . . ."	VR	8.00	12.00
Kahless	R	3.00	5.00
Keeper, The	VR	4.00	6.00
Khan Noonien Singh	R	4.00	7.00
Klingon Sniper	VR	4.00	6.00
Landru	R	3.00	5.00
Lieutenant Alden	R	5.00	8.00
Lieutenant Commander G. Mitchell (Challenge)	VR	5.00	7.00
Lieutenant Commander Montgomery Scott	U	1.50	3.00
Lieutenant Hikaru Sulu	U	1.50	3.00
Lieutenant Kyle	VR	5.00	8.00
Lieutenant Marla McGivers	VR	4.00	7.00
Lieutenant Thom Parham	VR	5.00	8.00
Lieutenant Uhura	U	1.50	3.00
M-113 Monster (Crewman Green Form)	VR	4.00	7.00
M-113 Monster (Natural Form)	VR	7.00	10.00
Mara	U	1.50	2.50
Melkotians	U	1.50	2.50
Metron	R	4.00	6.00
Miraculous Recovery	R	3.00	5.00
Nomad	VR	4.00	6.00
Nurse Christine Chapel	U	1.00	2.50
Oddly Familiar Culture	R	3.00	5.00
Organian Council of Elders	VR	4.00	7.00
Report to the Bridge!	R	3.00	5.00
Romulan Cloaking Device	R	3.00	5.00
Samuel T. Cogley, Attorney	VR	4.00	6.00
Slingshot Effect	VR	4.00	6.00
S.S. Fesarius	VR	4.00	7.00
Starbase 11	R	3.00	4.00
Talos IV	VR	4.00	7.00
Tantalus Chamber	VR	4.00	6.00
Thasians	VR	4.00	6.00
Time Travel	R	3.00	5.00
Transporter Duplicate	VR	4.00	6.00
Transporter, Fully Energized	R	3.00	5.00
Trelane	C	.50	1.00
Turnabout Intruder	VR	4.00	6.00
U.S.S. Enterprise	VC	.15	.50
Vina, the Orion Dancer	R	3.00	5.00
Yeoman Janice Rand	U	1.00	2.00
Yeoman Martha Landon	R	2.00	4.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER–1994

Full Set (363 cards)		$750.00	1,000.00
Starter Deck (60 cards)		15.00	25.00
Starter Box (12 decks)		175.00	300.00
Booster Pack (15 cards)		6.00	10.00
Booster Box (36 packs)		200.00	350.00
Unlisted Common cards		.15	.50
Unlisted Common Personnel cards		.60	1.25

Cards are black-bordered.

Albert Einstein	R	6.00	10.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	4.00	6.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	5.00	8.00
Alyssa Ogawa	U	1.25	2.00
Amanda Rogers	U	1.50	2.50
Amarie	U	1.25	2.00
Ancient Computer	R	5.00	8.00
Anti-Time Anomaly	R	6.00	8.00
Armus–Skin of Evil	R	8.00	10.00
Auto-Destruct Sequence	C	1.50	2.50
Avert Disaster	R	4.00	6.00
Ba'el	U	2.25	3.00
B'Etor	R	10.00	18.00
Barclay's Protoplasmic Disease	R	6.00	8.00
Betazoid Gift Box	R	10.00	15.00
Beverly Crusher	R	20.00	30.00
Bochra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynars Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Crasis	R	10.00	15.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.00	5.00
Cytherians	R	5.00	8.00
Data	R	30.00	40.00
Deanna Troi	R	20.00	30.00
Devil, The	R	7.00	10.00
Devinoni Ral	U	1.50	2.50
Devoras	R	7.00	10.00
Distortion Field	U	1.50	2.50
Distortion of...Continuum	U	2.25	3.00
Divok	C	1.50	2.50
Dr. La Forge	R	5.00	8.00
Dr. Leah Brahms	R	5.00	7.00
Dr. Selar	U	1.50	2.50
Dukath	C	1.50	2.50
Duras	R	10.00	15.00
El-Adrel Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etana Jol	U	1.50	2.50
Evacuation	U	1.50	2.50

• PRICE NOT AVAILABLE

Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.25	2.00
Explore Black Cluster	R	3.00	4.00
Explore Dyson Sphere	R	3.00	4.00
Explore Typhone Expanse	R	3.00	4.00
Expose Covert Supply	U	1.50	2.50
Extraction	R	4.00	6.00
Federation Outpost	C	1.25	2.00
Fek'lhr	U	1.50	2.50
First Contact	U	1.50	2.50
Fleet Admiral Shanthi	U	1.50	2.50
Full Planet Scan	U	2.25	3.00
Gaps in Normal Space	U	1.25	2.00
Genetronic Replicator	U	2.25	3.00
Geordi La Forge	R	20.00	35.00
Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	20.00
Gravitic Mine	U	1.50	2.50
Haakona	R	7.00	10.00
Hannah Bates	U	1.25	2.00
Holo-Projectors	U	1.25	2.00
Hologram Ruse	U	1.50	2.50
Honor Challenge	R	5.00	8.00
Horga'hn	R	10.00	15.00
Hugh	R	10.00	15.00
Hunt for DNA Program	R	3.00	5.00
Husnock Ship	U	2.25	3.00
Hyper-Aging	U	1.50	2.50
I.K.C. Bortas	R	8.00	10.00
I.K.C. Buruk	R	6.00	8.00
I.K.C. Hegh'ta	R	5.00	8.00
I.K.C. K'Vort	C	1.50	2.50
I.K.C. Pagh	R	6.00	8.00
I.K.C. Qu'Vat	R	6.00	8.00
Iconia Investigation	R	3.50	5.00
Incoming Message–Federation	U	3.25	4.00
Incoming Message–Klingon	U	2.25	3.00
Incoming Message–Romulan	U	2.25	3.00
Interphase Generator	R	10.00	15.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	2.25	3.00
Jaglon Shrek–Info Broker	R	5.00	8.00
Jean-Luc Picard	R	35.00	50.00
Jenna D'Sora	U	1.50	2.50
Jo'Bril	U	1.25	2.00
Kahless	R	8.00	12.00
Kargan	R	5.00	8.00
K'Ehleyr	R	5.00	8.00
Kell	U	1.50	2.50
Kevin Uxbridge	U	1.50	2.50
Khazara	R	7.00	10.00
Khitomer Research	R	3.50	5.00
Kivas Fajo–Collector	U	2.25	3.00
Klingon Death Yell	R	5.00	8.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Ktorian Game	R	4.00	6.00
Kurak	R	7.00	10.00
Kurlan Naikos	R	10.00	15.00
Kurn	R	8.00	12.00
K'Vada	U	1.25	2.00
L'Kor	U	1.25	2.00
Leah Brahms	R	7.00	10.00
Life-Form Scan	U	1.50	2.50
Lore Returns	R	10.00	18.00
Lore's Fingernail	R	8.00	12.00
Lursa	R	10.00	15.00
Lwaxanna Troi	R	10.00	18.00
McKnight	C	1.50	2.50
Medical Relief	R	3.00	5.00
Medical Tricorder	C	1.25	2.00
Mendak	R	5.00	8.00
Mercenary Ship	C	2.25	3.00
Mirok	U	1.50	2.50
Morgan Bateson	R	6.00	10.00
Mot the Barber	U	1.50	2.50
Movar	U	1.50	2.50
Nagilum	R	5.00	8.00
Narik	C	2.25	3.00
Near-Warp Transport	U	1.25	2.00
Neela Daren	R	7.00	10.00
Neural Servo Device	U	1.50	2.50
New Contact	R	3.00	5.00
Nikolai Rozhenko	U	1.50	2.50
Nitrium Metal Parasites	U	2.25	3.00
Norah Satie	U	1.50	2.50
Nu'Daq	U	1.50	2.50
Null Space	U	1.50	2.50
Nutational Shields	U	1.25	2.00
N'Vek	U	1.25	2.00
Ocett	U	2.25	3.00
Pardek	U	2.25	3.00
Parem	U	1.50	2.50
Pegasus Search	R	3.00	5.00
Pi	R	6.00	8.00
Plunder Site	U	1.50	2.50
Portal Guard	U	1.25	2.00
Q	R	10.00	18.00
Q2	U	3.50	5.00
Radioactive Garbage Scow	U	1.50	2.50
Raise the Stakes	U	1.25	2.00
Rebel Encounter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinations	U	2.25	3.00
Restore Errant Moon	U	2.25	3.00
Richard Galen	R	6.00	10.00
Riva	U	1.50	2.50
Ro Laren	R	10.00	15.00
Roga Danar	R	10.00	18.00
Sarek	R	10.00	15.00
Sarjenka	R	4.00	6.00
Sarthong Plunder	R	3.00	5.00
Satelk	R	6.00	10.00
Secret Salvage	U	1.50	2.50
Seek Life-form	R	3.50	5.00
Sela	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sirna Kolrami	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.00	5.00
Study Lonka Pulsar	R	3.00	5.00
Study Nebula	R	3.00	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
Taibak	U	1.25	2.00
Tam Elbrun	R	8.00	12.00
Tarellian Plague Ship	U	1.50	2.50
Tasha Yar	R	10.00	18.00
Tebok	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	10.00	15.00
Time Travel Pod	R	8.00	12.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Toq	U	1.25	2.00
Torak	U	1.50	2.50
Toral	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Uthat	R	8.00	12.00
T'Pan	U	1.50	2.50
Transwarp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsiolkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Brittain	R	7.00	10.00
U.S.S. Enterprise	R	25.00	45.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	7.00	10.00
U.S.S. Phoenix	R	7.00	10.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Vagh	U	1.50	2.50
Varon-T Disruption	R	10.00	15.00
Vash	R	8.00	10.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gol	R	8.00	12.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	15.00	25.00
William T. Riker	R	18.00	30.00
Wind Dancer	R	4.00	6.00
Worf	R	20.00	35.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER–1995

Full Set (363 cards)	$225.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	100.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	75.00	100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards, not including "Future Enterprise")	$80.00	135.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Unlisted Common cards	.05	.30
Unlisted Common Personnel cards	.50	1.25
Unlisted Uncommon cards	1.00	2.50
Unlisted Rare cards	3.00	5.00

Beverly Picard	R	9.00	12.00
Brute Force	R	4.00	6.00
Cryosatellite	R	4.00	6.00
Data's Head	R	6.00	8.00
Devidian Doorway	R	4.00	6.00
FGC-47 Research	R	4.00	6.00
Future Enterprise	UR	80.00	125.00
Gomtuu	R	4.00	6.00
Governor Worf	R	10.00	15.00
Iconian Gateway	R	4.00	6.00
Lakanta	U	1.50	3.00
Lt. (j.g.) Picard	U	2.00	4.00
Major Rakal	R	4.00	6.00
Reunion	R	4.00	6.00
Samuel Clemens' Pocketwatch	R	4.00	6.00
Tasha Yar-Alternate	R	7.00	10.00
U.S.S. Enterprise-C	R	10.00	15.00

Q CONTINUUM EXPANSION

DECIPHER–1996

Full Set (121 cards)	$120.00	140.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Common Cards	.05	.25
Uncommon Cards	.50	1.50
Unlisted Rare Cards	2.00	4.00

Arbiter of Succession	R	4.00	6.00
Blade of Tken	R	4.00	6.00
Canar	R	4.00	6.00
Data's Body	R	5.00	7.00
Doppleganger	R	3.00	5.00
Galen	R	5.00	7.00
IKC Mabt-R'a	R	3.00	5.00
Juliana Tainer	R	3.00	5.00
Katherine Pulaski	R	4.00	6.00
Lemon-Aid	R	4.00	6.00
Madam Guinan	R	6.00	8.00
Manheim's Dimensional Door	R	4.00	6.00
Mona Lisa	R	4.00	6.00
Mortal Q	R	4.00	6.00
Mr. Homn	R	3.00	5.00
Sheliak, The	R	4.00	6.00
Terix	R	4.00	6.00
USS Stargazer	R	4.00	6.00

STAR WARS–LIMITED EDITION

DECIPHER–1995

Full Set (324 cards)	$350.00	450.00
Starter Deck (60 cards)	9.00	10.00
Starter Deck Box (10 decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Common cards	.10	.40

Cards are black-bordered.

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	1.00	2.00
Beggar	R	5.00	8.00
Beru Lars	U	1.00	2.00
Beru Stew	U	1.00	2.00
Biggs Darklighter	R	3.00	5.00
Black 2	R	5.00	8.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	5.00	8.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	35.00
Caller	U	1.00	2.00
Cantina Brawl	R	5.00	8.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	5.00	8.00
Colonel Wullf Yularen	U	1.50	2.50
Commander Praji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	5.00	8.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	6.00	9.00
Darth Vader	R	35.00	50.00
Dathcha	U	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 Mil.Corr.	U	1.50	2.50
Death Star Plans	R	4.00	6.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00
Demotion	R	2.00	4.00
Devastator	R	10.00	18.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Puhr	R	2.00	4.00
Don't Get Cocky	R	5.00	8.00
Dr. Evazan	R	3.00	5.00
DS-61-2	U	1.50	2.50
DS-61-3	R	7.00	10.00
Dutch	R	7.00	10.00
EG-6	U	1.00	2.00
Elis Helrot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Feltipern Trevagg	U	1.50	2.50
Figrin D'an	U	1.00	2.00
5D6-RA-7	R	5.00	8.00
Force is Strong With this One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garindan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	R	3.00	5.00
Gift of the Mentor	R	4.00	6.00
Gold 1	R	2.00	4.00
Gold 5	R	2.00	4.00
Grand Moff Tarkin	R	15.00	20.00
Gravel Storm	U	1.00	2.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	25.00	40.00
Help Me Obi-Wan Kenobi	R	4.00	7.00
How Did We…this Mess?	U	1.00	2.00
Hydroponics Station	U	1.00	2.00
I Find Your…Disturbing	R	4.00	6.00
I Have You Now	R	2.00	4.00
I've Lost Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	2.00	3.00
Into. . .Chute, Flyboy	R	2.00	4.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	6.00	9.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	2.00	4.00
Kabe	U	1.50	2.50
Kal'Falnl C'ndros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kirik Keed'kak	R	5.00	8.00
K'lor'slug	R	4.00	6.00
Krayt Dragon Howl	R	5.00	8.00
Labria	R	2.00	4.00
Laser Projector	U	1.00	2.00
Lateral Damage	R	2.00	4.00
Leesub Sirln	R	2.00	4.00
Leia Organa	R	25.00	40.00
Leia's Back	U	1.00	2.00
Leia's Sporting Blaster	U	1.50	2.50
Lieutenant Tanbris	U	1.00	2.00
Light Repeating Blaster Rifle	R	4.00	6.00
Lightsaber Proficiency	R	5.00	8.00
Limited Resources	U	1.00	2.00
Local Trouble	R	4.00	6.00
Lone Pilot	R	2.00	4.00

price guide

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Lone Warrior	R	2.00	4.00
Look Sir, Droids	R	4.00	7.00
LUKE! LUUUKE!	U	1.50	2.50
Luke Seeker	R	3.00	5.00
Luke's Back	U	1.00	2.00
Luke Skywalker	R	25.00	40.00
Luke's X-34 Landspeeder	U	1.50	2.50
Mantellian Savrip	R	2.00	4.00
M'iiyoom Onith	U	1.00	2.00
Millennium Falcon	R	20.00	30.00
Molator	R	4.00	6.00
Momaw Nadon	U	1.00	2.00
Moment of Triumph	R	2.00	4.00
Move Along	R	4.00	6.00
MSE-6 "Mouse" Droid	U	1.50	2.50
Myo	R	2.00	4.00
Nabrun Leids	U	1.00	2.00
Nevar Yalnal	R	2.00	4.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	2.00	4.00
Obi-Wan Kenobi	R	25.00	40.00
Obi-Wan's Cape	R	5.00	8.00
Obi-Wan's Lightsaber	R	6.00	9.00
Observation Holocam	U	1.00	2.00
On the Edge	R	2.00	4.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	1.00	2.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	5.00	8.00
Plastoid Armor	U	1.00	2.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red Leader	R	6.00	9.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	7.00	10.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
Send a Detachment Down	R	5.00	8.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Sunsdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	6.00	10.00
Traffic Control	U	1.00	2.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	2.00	4.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Utinni!	R	5.00	8.00
Utinni!	R	5.00	8.00
Vader's Custom TIE	R	10.00	15.00
Vader's Eye	R	5.00	8.00
Vader's Lightsaber	R	8.00	12.00
Warrior's Courage	R	2.00	4.00
We're All Gonna ...Thinner!	R	5.00	8.00
WED-9-M1 Bantha Droid	R	2.00	4.00
WED15-1662 Treadwell Drd.	R	2.00	4.00
Wioslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Wuher	U	1.00	2.00
Yavin 4: Jungle	U	1.00	2.00
Yavin 4: Massasi War Rm.	U	1.00	2.00
Yavin 4: Massassi Throne Rm.	R	4.00	6.00
Yavin Sentry	U	1.00	2.00
Yerka Mig	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers...Old Man	R	4.00	6.00

STAR WARS–UNLIMITED EDITION

PARKER BROTHERS/DECIPHER–1996

Full Set (330 cards including 6 new, exclusive cards) ..... $300.00 ... 400.00
Starter Dual Deck (120 cards) ... 15.00 ... 20.00
Starter Box (5 dual decks) ... 70.00 ... 100.00
Booster Pack (15 cards) ... 2.50 ... 3.50
(Booster Packs are found one per dual deck.)
Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER– 1996

Full Set (162 cards) ... $200.00 ... 250.00
Booster Pack (15 cards) ... 2.50 ... 3.50
Booster Box (36 packs) ... 75.00 ... 110.00
Unlisted Common cards ... .10 ... .30

Advance Preparation	U	1.00	2.00
Alternatives to Fighting	U	1.00	2.00
Astromech Shortage	U	.75	1.50
Attack Run	R	5.00	8.00
Besieged	R	2.00	3.00
Black 4	U	1.00	2.00
Bowcaster	R	2.00	3.00
Braniac	R	12.00	20.00
Captain Khurgee	U	1.00	2.00
Cell 2187	R	5.00	8.00
Chewbacca	R	12.00	18.00
Clak'dor VII	R	4.00	6.00
Commander Vandeen Willard	U	.75	1.50
Commence Primary Ignition	R	3.00	5.00
Commence Recharging	R	2.00	4.00
Conquest	R	12.00	18.00
Corellia	R	5.00	8.00
Dannik Jerriko	R	4.00	6.00
Danz Borin	U	.75	1.50
Dark Waters	R	2.00	3.00
Death Star	R	10.00	15.00
Death Star Tractor Beam	R	3.00	5.00
Death Star: Conference Room	U	1.00	2.00
Death Star: Trench	R	3.00	5.00
Dejarik Hologame Board	R	5.00	8.00
Dianoga	R	2.00	4.00
Doikk Na'ts	U	.75	1.50
Double Agent	R	2.00	4.00
DS-61-4	R	2.00	4.00
Evader	U	1.00	2.00
Fire Extinguisher	U	.75	1.50
Garouf Lafoe	U	.75	1.50
Gold 2	U	1.50	2.50
Greedo	R	12.00	18.00
Hem Dazon	R	6.00	8.00
Het Nkik	U	.75	1.50
Hunchback	R	6.00	8.00
Hyperwave Scan	U	1.00	2.00
Hypo	R	5.00	8.00
I'm Here to Rescue You	U	1.00	2.00
I'm On the Leader	R	5.00	8.00
Ickabel G'ont	U	.75	1.50
Imperial Holotable	R	5.00	8.00
Informant	U	1.00	2.00
IT-O	R	5.00	8.00
Kiffex	R	4.00	6.00
Krayt Dragon Bones	U	1.00	2.00
Laser Gate	U	.75	1.50
Leia Seeker	R	3.00	5.00
Let the Wookie Win	R	5.00	8.00
Lirin Car'n	U	.75	1.50
Logistical Delay	U	.75	1.50
Lt. Shann Childsen	U	1.00	2.00
Luke's Cape	R	6.00	8.00
Luke's Hunting Rifle	U	1.00	2.00
M-HYD Binary Droid	U	1.00	2.00
Magnetic Suction Tube	R	2.00	3.00
Magnetic Suction Tube	R	2.00	3.00
Maneuver Check	R	2.00	4.00
Mosep	U	.75	1.50
Motti Seeker	R	2.00	3.00
Nalan Cheel	U	.75	1.50
Out of Commission	U	.75	1.50
Program Trap	U	1.00	2.00
R2-D2	R	12.00	18.00
R3-T6	R	6.00	8.00
Red 2	R	7.00	10.00
Red 5	R	8.00	12.00
Red 6	U	2.00	3.00
Reegesk	U	.75	1.50
Reserve Pilot	U	1.00	2.00
Retract the Bridge	R	5.00	8.00
Rogue Bantha	U	1.00	2.00
Sabotage	U	1.00	2.00
Sandcrawler: Droid Junkheap	R	5.00	8.00
Sandcrawler: Loading Bay	R	5.00	8.00
Scanner Techs	U	1.00	2.00
Sensor Panel	U	1.00	2.00
Sniper	U	1.00	2.00
Sorry About the Mess	U	1.00	2.00
Spice Mines of Kessel	R	5.00	8.00
Superlaser	R	4.00	6.00
SW-4 Ion Cannon	R	2.00	4.00
Tantive IV	R	8.00	12.00
Tatooine: Bluffs	R	5.00	8.00
Tech Mo'r	U	.75	1.50
Tentacle	C	.75	1.50
There'll be Hell to Pay	U	.75	1.50
They're on Dantooine	R	5.00	8.00
This is Some Rescue!	U	1.00	2.00
TIE Assault Squadron	U	2.00	3.00
Tiree	U	1.00	2.00
Tractor Beam	U	1.00	2.00
Trooper Davin Felth	R	2.00	4.00
Tzizvvt	R	2.00	3.00
U-3PO	R	5.00	8.00
Undercover	U	.75	1.50
Undercover	U	1.00	2.00
URoRRuR'R'R	U	.75	1.50
URoRRuR'R'R's Hunting Rifle	U	.75	1.50
Victory Class Star Destroyer	U	2.00	4.00
WED15-17 'Septoid' Droid	U	.75	1.50
Wedge Antilles	R	12.00	18.00
What're You ... On Us?	U	.75	1.50
Wookie Roar	R	5.00	8.00
Y-wing Assault Squadron	U	1.00	2.00
Yavin 4: Briefing Room	U	1.00	2.00
Yavin 4: Massassi Ruins	U	1.00	2.00
You're All Clear Kid!	R	5.00	8.00

EMPIRE STRIKES BACK: HOTH EXPANSION

DECIPHER– 1996

Full Set (162 cards) ... $200.00 ... 250.00
Booster Pack (15 cards) ... 2.50 ... 3.50
Booster Box (36 packs) ... 75.00 ... 100.00
Common cards ... .10 ... .30
Unlisted Uncommon Cards ... .75 ... 1.25

Light Side Cards

2-1B	R	5.00	7.00
Anakin's Lightsaber	R	6.00	9.00
Artillery Remote	R	3.00	5.00
Atgar Laser Cannon	U	1.00	2.00
Bacta Tank	R	2.00	4.00
Cmdr. Luke Skywalker	R	15.00	20.00
Concussion Grenade	R	5.00	7.00
Dack Ralter	R	2.00	4.00
Disarming Creature	R	5.00	7.00
Dual Laser Cannon	U	1.00	2.00
Echo Base Operations	R	2.00	4.00
General Carlist Rieekan	R	3.00	5.00
Golan Laser Battery	U	1.00	2.00
I Thought They Smelled Bad	R	5.00	7.00
K-3PO	R	5.00	7.00
Major Bren Derlin	R	2.00	4.00
Planet Defender Ion Cannon	R	3.00	5.00
R-3PO	R	2.00	4.00
Rogue 1	R	8.00	12.00
Rogue 2	R	3.00	5.00
Rogue 3	R	6.00	9.00
Rug Hug	R	5.00	7.00
Snowspeeder	U	1.00	2.00
Surface Defense Cannon	R	3.00	5.00
The First Transport Is Away!	R	6.00	9.00
Wes Janson	R	3.00	5.00
Who's Scruffy-Looking	R	5.00	7.00
You Have Failed Me...	R	5.00	7.00
You Will Go to Dagobah...	R	6.00	9.00
Zev Senesca	R	2.00	4.00

Dark Side Cards

Admiral Ozzel	R	5.00	7.00
AT-AT Cannon	U	1.50	2.50
Blizzard 1	R	6.00	9.00
Blizzard 2	R	3.00	5.00
Blizzard Scout 1	R	5.00	7.00
Blizzard Walker	U	1.00	2.00
Captain Piett	R	3.00	5.00
Collapsing Corridor	R	2.00	4.00
Death Mark	R	5.00	7.00
Death Squadron	U	1.50	2.50
Debris Zone	R	2.00	4.00
Frozen Dinner	R	5.00	7.00
Furry Fury	R	2.00	4.00
General Veers	R	6.00	9.00
High Anxiety	R	5.00	7.00
Hoth: Wampa Cave	R	2.00	4.00
Image of the Dark Lord	R	2.00	4.00
Lightsaber Deficiency	U	1.00	2.00
Meteor Impact?	R	5.00	7.00
Mournful Roar	R	6.00	9.00
Responsibility of Command	R	5.00	7.00
Scruffy-Looking Nerf Herder	R	2.00	4.00
Stalker	R	10.00	15.00
Tactical Support	R	2.00	4.00
Target The Main Generator	R	2.00	4.00
This Is Just Wrong	R	5.00	7.00
Trample	R	5.00	7.00
Tyrant	R	10.00	15.00
Wampa	R	3.00	5.00
Weapon Malfunction	R	5.00	7.00
Yaggle Gakkle	R	2.00	4.00

WILDSTORMS

WILDSTORM PRODUCTIONS–1995

Full Set (315 cards) ... $250.00 ... 350.00
Starter Deck (60 cards) ... 7.00 ... 9.00
Starter Box (12 decks) ... 75.00 ... 95.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 70.00 ... 85.00

Lynch	R	8.00	12.00
Mysterious Disappearance	R	8.00	12.00
Old Rivalry Resurfaces	R	6.00	10.00
Pitt	R	8.00	12.00
Second Wind	R	4.00	8.00

CONFLICT! EXPANSION

WILDSTORM PRODUCTIONS–1996

Full Set (150 cards) ... $80.00 ... 100.00
Booster Pack (15 cards) ... 2.00 ... 2.25
Booster Box (36 packs) ... 70.00 ... 80.00

Angela	UR	10.00	15.00
Ash	UR	8.00	12.00
Avengelyne	UR	10.00	15.00
Caitlin Fairchild	UR	10.00	15.00
Coda Voodoo	UR	8.00	12.00
Glory	UR	8.00	12.00
Homage Studios	UR	8.00	12.00
Mindblast	R	5.00	8.00
Rainmaker	UR	8.00	12.00
Recharging The Deck	R	4.00	7.00
Roxy "Freefall"	UR	10.00	15.00
Timeline Manipulator	R	5.00	8.00

THE X-FILES

U.S. PLAYING CARD CO. –1996

Full Set (334 cards) ... • ... •
Starter Deck (60 cards) ... 9.00 ... 10.00
Starter Box (12 decks) ... 108.00 ... 120.00
Booster Pack (15 cards) ... 2.50 ... 3.00
Booster Box (36 packs) ... 90.00 ... 108.00
Common cards ... .05 ... .30
Uncommon cards ... .75 ... 1.50
Rare cards ... 3.00 ... 5.00
Fixed cards ... .25 ... .75

Agent Alex Krycek	UR	9.00	12.00
Agent Fox Mulder	UR	15.00	20.00
Agent Dana Scully	UR	15.00	20.00
Assistant Director Walter Skinner	UR	10.00	15.00
Counterintelligence Measures	UR	9.00	12.00
Dana Scully Abducted	UR	10.00	18.00
Deep Throat	UR	10.00	18.00
No One So Paranoid	PR	20.00	30.00
Skinner Chooses a Side	UR	9.00	12.00
X	UR	10.00	18.00

XXXENOPHILE

SLAG-BLAH! ENTERTAINMENT–1996

Full Set (270 cards) ... $125.00 ... 175.00
Starter Deck (60 cards) ... 9.00 ... 10.00
Starter Box (10 decks) ... 80.00 ... 95.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (24 packs) ... 48.00 ... 55.00

ATTENTION *MYTHOS* FANS:
Turn to page 100 for a complete checklist for *Dreamlands*, the new *Mythos* expansion set!

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INQUEST checklist

MYTHOS—DREAMLANDS

CHAOSIUM—1996

Full Set (200 + 10 Investigators cards)

Name	Rarity
INVESTIGATORS	
❑ Bored Housewife	C
❑ Enthusiastic Chorus Girl	C
❑ Exploited Coal Miner	C
❑ Falsely Imprisoned Convict	C
❑ Homeless Waif	C
❑ Lyric Poet	C
❑ Overworked Telephone Operator	C
❑ Unacknowledged Author	C
❑ Utopian Socialist	C
❑ Widowed Seamstress	C
DREAMLANDS CARDS	
❑ A Lender Be	C
❑ A Midsummer Night's Dream	R
❑ Accoutrements of Heroes	U
❑ Algol	C
❑ Anathema	U
❑ Angry Zoogs	C
❑ Armed and Clueless	R
❑ The Art of Magic	U
❑ Atal the High Priest	U
❑ Awful Doom of Cerrit	R
❑ Barrier of Seol Seril	C
❑ Barzai the Wise	R
❑ Basalt Pillars of the West	C
❑ Basil Elton	C
❑ Basilisk	R
❑ Batophobia	C
❑ Battle Axe	R
❑ The Beast in the Cataract	R
❑ Being of Ib	C
❑ Betrayal	R
❑ Beyond Your Wildest Dreams	C
❑ Black Galley	R
❑ Blizzard, Storm	C

Bokrug
Water Location. Storm
MONSTER
GREAT OLD ONE
All Locations feature the Water attribute. Do not Bury Storm Events. No Investigator may gain Sanity unless they are in Mnar.

MYTHOS-DREAMLANDS—BOKRUG

❑ Bokrug	C
❑ Book of Beautiful Devices	C
❑ The Book of the Black Stones	R
❑ The Bridge over the River Skai	R
❑ Buopoth	C

Name	Rarity
❑ Captain of the White Ship	C
❑ Carter's Clock	R
❑ Carter's Quest	R
❑ Castle of the Great Ones on Kadath	R
❑ Cat Chieftain	C
❑ Cat from Saturn	C
❑ Cats of Ulthar	U
❑ The Causeway and Father Neptune	R
❑ Cavern of Flame	U
❑ Channel Prophecy	U
❑ The Children Have Sweet Dreams	R
❑ Chorazin	R
❑ City of Gugs	C
❑ The Cliffs of Glass	R
❑ Come Sail Away	C
❑ Command Lamp-Eft	C
❑ Concentric Rings of the Worm	C
❑ Cornwall-by-the-Sea	R
❑ Crag of Ghouls	U
❑ Crystal Sword	C
❑ Crystal World	R
❑ Cultus Maleficarum	R
❑ Days of Wine and Roses	R
❑ Deflection	U
❑ Dhole	R
❑ Doomed if You Do	C
❑ Dream Sending of Glaaki	R
❑ Elephant Caravan	C
❑ Embody Charnal Odor of Xura	C
❑ The Enchanted Stone	C
❑ The Enchanted Wood	C
❑ Equilateral Screen	U
❑ Ettienne-Laurent de Marigny	R
❑ Even Stranger Case of Charles Fort	R
❑ Far Side of the Moon	C
❑ Fireworm of Parg	U
❑ Four-Armed is Forewarned	C
❑ Gate of Deeper Slumber	R
❑ Gate of Oneirology	C
❑ The Gathering	C
❑ Ghasts	C
❑ Ghost-Being of Ib	U
❑ Ghoul	C
❑ Gnor	C
❑ Great Abyss	C
❑ The Great Bazaar	C
❑ Great Library of the Dreamlands (Celephais)	C
❑ Great Library of the Dreamlands (Dyath-Leen)	R
❑ Great Library of the Dreamlands (Ilek-Vad)	C
❑ Great Library of the Dreamlands (Ulthar)	U
❑ The Great Menagerie	C

Green Mist of Doom
Affects Opponent's Story Deck
SPELL
If it is Day, Bury opponent's Current Location. If it is Night, Discard opponent's Current Location.

MYTHOS-DREAMLANDS—GREEN MIST OF DOOM

❑ Green Mist of Doom	C
❑ Guardians of the Great Ones	U
❑ Gug	C
❑ Haragrim	R
❑ The Harbor of Celephais	C
❑ Harbour of the Black Galley	C
❑ The Hero's Journey	U
❑ Hesper Payne	R

Name	Rarity
❑ Hester Payne's House	C
❑ Highway Robbery	U
❑ Hovel of the Cat Haters	C
❑ Howard Lovecraft	C
❑ The Hunter	U
❑ Ibbix the Harbormaster	R
❑ Idol of Bokrug	C
❑ If I Ran the Zoog	U
❑ Ilarnek	C
❑ Iranon the Explorer	C
❑ Ironmind	R

King Kuranes
Steadfast Friend & Gentleman, Princess Kaaleah
3
ALLY
CELEPHAIS
As long as he is chosen as a Defending Ally King Kuranes raises the value of all Steadfast Defending Allies by 1 point per card. Not cumulative with another Ally's Command Ability.

MYTHOS-DREAMLANDS—KING KURANES

❑ King Kuranes	C
❑ The King of Ilek-Vad	U
❑ Kranon	C
❑ Kuranes' Manor-House	R
❑ Labyrinths of the Gnorri	C
❑ Lassitude of Phein	C

4
Leng Spider
MONSTER
LEGION
When revealed, the Leng Spider eats (Buries) one random Lesser Monster in the Directed Threat which it opposes.

MYTHOS-DREAMLANDS—LENG SPIDER

❑ Leng Spider	R
❑ Lesser Shantak	C
❑ Lin Carter	U
❑ Lunar Eclipse	C
❑ Lute of Oonai	U
❑ Magic Spear	U
❑ Man of Lengs	U
❑ The Market-Place	C
❑ The Meow Ceremony	C
❑ Merchant of Ill Repute	C
❑ Merchant's Quarter	R
❑ Minion of Karakal	U
❑ Monolith of Ib	C
❑ Monstres and Their Kynde	C
❑ Moon Quest	U
❑ Moon-Beast	C
❑ Mt. Ngranek	C
❑ Mysteries of Thalarion	C
❑ The Nameless Lake	R
❑ Nasht & Kaman-Thah	C
❑ The Necronomicon	U
❑ Nightgaunts	C
❑ Nightmare	U
❑ Nodens	U
❑ North Point Lighthouse	C
❑ Old Brick Powderhouse	C

Name	Rarity
❑ Old Woman of the Enchanted Wood	U
❑ The Onyx Temple	U
❑ The Opal Throne	C
❑ The Palace of Seventy Delights	R
❑ Papyrus of Ilarnek	C
❑ Peaks of Thok	U
❑ Perchance	C
❑ Petition of Menes	C
❑ Phobophobia	U
❑ Plateau of Leng	C
❑ Pnakotic Manuscripts	U
❑ Polaris	R
❑ Processional Boulevard	R
❑ Rain of Fish	U
❑ Randolph Carter	C
❑ Ravening Madness	R
❑ Richard Upton Pickman	C
❑ The Rope & Anchor Tavern	U
❑ Rude Awakening	R
❑ The Ruins of Ib	C
❑ The Ruins of Sarnath	C
❑ Sarkomand	C
❑ Serranian	C
❑ Shantaks	C
❑ Ship of Clouds	C
❑ Shipwreck	R
❑ The Silver Key	C
❑ Sky Galleon	C
❑ The Snake-Den	C
❑ The Sorcerer's Apprentice	R
❑ Splendid Cathuria	U
❑ The Stars are Right	U
❑ The Strange High House in the Mist	C
❑ Strange Humanoid Encounter	R
❑ The Street of Pillars	C
❑ Street of Tears	C
❑ Sun Spots	C
❑ Swarm of Insects	U
❑ Tachyphobia	C
❑ The Tall Lighthouse	R
❑ Taran-Ish	C
❑ Tcho-Tcho People	U
❑ The Temple of Bokrug	U
❑ The Temple of Loveliness at Kiran	U
❑ Temple of the Elder Ones	C
❑ Temple of the Great Ones	C
❑ Thag Weed	C
❑ Thaumaturgical Prodigies in the New England Canaan	U
❑ Thaumaturgical Prodigies in the New-English Canaan	C
❑ Throth's Stalwart	R
❑ Tower of Koth	C
❑ Tukor	C
❑ The Turquoise Temple of Nath-Horthath	U
❑ Twilight	U
❑ Twister	C
❑ Vale of Pnoth	R
❑ Vaults of Zin	C
❑ Voonith	U
❑ Vortex of Far Journeying	U
❑ The Voynich Manuscript	R
❑ Wandering Peddler	U
❑ War Horse	R
❑ Whirligig	R
❑ The White Ship	U
❑ The White Whale Inn	C
❑ Wine of Pnoth	C
❑ Yak	U
❑ Zebra	C
❑ Zenig of Aphorat	U
❑ Zoog Chieftain	C

CALLING ALL *BATTLETECH* FANS:

Turn to page 128 for a complete players guide to *BattleTech*!

INQUEST™

THE GUIDE TO COLLECTIBLE CARD GAMES

SNEAK PEEK!

#23

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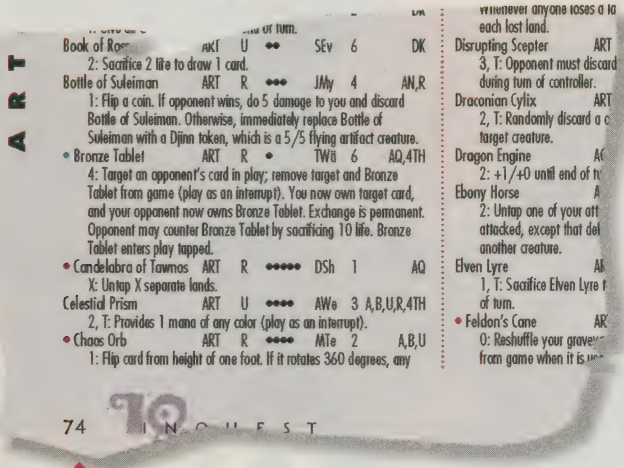
HAND BOOK

What you need to know about the *InQuest Magic* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with up to two other collectible card games in the Players Guide Spotlight.

SAMPLE LISTING



ART

Book of Ro... ART U •• SEv 6 DK
2: Sacrifice 2 life to draw 1 card.
Bottle of Suleiman ART R ••• JMy 4 AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.
• Bronze Tablet ART R • TWa 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.
• Candelabra of Tawnos ART R ••••• DSh 1 AQ
X: Untap X separate lands.
Celestial Prism ART U •••• AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).
• Chaos Orb ART R •••• MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any

Whenever anyone loses a la... each lost land.
Disrupting Scepter ART
3, T: Opponent must discard ... during turn of controller.
Draconian Cylix ART
2, T: Randomly discard a c... target creature.
Dragon Engine A...
2: +1/+0 until end of t...
Ebony Horse A...
2: Untap one of your att... attacked, except that del... another creature.
Elven Lyre A...
1, T: Sacrifice Elven Lyre ... of turn.
• Feldon's Cane AR...
0: Reshuffle your grave... from game when it is u...

Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and Revised. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Asmodeus told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Asmodeus had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.

SHELKIN BROWNIE CARD DESCRIPTION

- **A** — Card Name.
- **B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- **C** — Description. The description of exactly what the card can do.
- **D** — Flavor Text. A funny or informative quote, usually historical in nature.
- **E** — Artist.
- **F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- **G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- **H** — Power/Toughness. Only for creatures.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. (And yes, we finally have *Mirage* ratings .) So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

••••• **Five Stars.** The best...and this time we really mean it. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments, and for good reason. We're talking power cards like Black Lotus and Time Walk, as well as incredibly efficient cards like Disenchant, Lightning Bolt and Erhnam Djinn.

•••• **Four Stars.** Don't get us wrong...some cards can be great without being the best. There are a lot of really useful cards that you don't necessarily want to use all the time. Necropotence is a great card, but it really only works in a couple of types of decks. The best sidebar cards (Anarchy, Gloom, Pyroclasm) fall into the four-star category due to their specialized nature.

••• **Three Stars.** Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks. There are some cards in this category you'll occasionally see in tournament decks, but usually not all that often. Spells like Flying Carpet, Desert Twister and Mana Flare and creatures like Ghost Ship, Dwarven Warriors and Thicket Basilisk are good examples of average cards.

•• **Two Stars.** These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play. Two-star cards rarely appear in tournament decks. Some good examples of two-star cards are Pit Scorpion, Fog and Goblin Hero.

• **One Star.** The cream of the crap, these are the cards that few people use if they have any goal of winning. While some of these cards may have some use in some warped game environment (like Sorrow's Path), they're generally all around useless unless put in a VERY specific deck. Unless you've got a specific theme in mind, these cards aren't worth your trouble.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Avon, John	JAv
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Beel, Stuart	SBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Bliss, Robert	RBl
Bolton, John	JBo
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Cherry, David A.	DCh
Chippy	Ch
Coulthart, John	JCo
Danforth, Liz	LDa
Darrow, Geof	GDa
Davidson, Al	ADa
Detwiler, Denise	DDe
Dom!	Dom
Donohoe, William	WDo
Dringenberg, Mike	MDr
Eggleton, Bob	BEg
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Fischer, Scott	SFi
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Fricker, Uma	UFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Gianni, Tom	TGi
Gillespie, Charles	CGi
Ginacola, Donato	DGi
Grace, Gerry	GGr
Gregory, D. Alexander	DAG
Griffin, Stuart	SGi
Guay, Rebecca	RGu
Hampton, Justin	JHa
Heyer, Carol	CHe
Ho, David	DHo
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jock	JO
Johnson, Kari	KJo
Johnston, Janine	JJo
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
King, Hannibal	HKi
Kirschner, Scott	SKi
Kyffin, Tom	TKy
Law, Jennifer	JLa
Leach, Gary	GLe
Leonard, Nicola	NLe
Luke, Steve	SLu
Maddocks, Anson	AMa
Malloy, John	JMl
Masness, Phillip	PMa
Matson, John	JMa
McKenna, Martin	MMc
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Miller, Ian	IMi
Miracolc, Jeff	JMi
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Nielsen, Cliff	CNi
Nielsen, Terese	TNi
O'Connor, David	DOC
Organ-Kean, Margaret	MOK
Plucinski, Zak	ZPl
Poole, Mark	MPo
Power, Dermont	DPo
Raabe, Mike	MRa
Rathke, Kathryn	KRa
Raupp, Roger	RRa
Rabinowitz, Alan	ARa
Rex, Adam	ARe
Roberts, Tony	TRo
Rush, Christopher	CRu
Rusu, Andi	ARu
Saunders, Zina	ZSa
Shuler, Douglas	DSh
Sienkiewicz, Bill	BSi
Simanson, Greg	GSi
Smith, Adrian	ASm
Snelly, Lawrence	LSn
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Nè Nè	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tomlin, Junior	JTo
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Vick, Diana	DVi
Wackwitz, Bryon	BWa
Walker, Kevin	KWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
White, Steven	SWh
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
LL	Legendary Land
MS	Mana Source
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
CH	*Chronicles*
DK	*The Dark*
FE	*Fallen Empires*
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
LG	*Legends*
MG	*Mirage*
PR	Promo
R	Revised
U	Unlimited
V	*Visions*

SPOTLIGHT:

BATTLE TECH

There's more than meets the eye to these 31st century giant robots. While *BattleTech's* big metal friends may look warm and cuddly, they're actually lethal killing machines! And now you too can be a cold-steel killer. Just grab a few friends and let the sparks fly. You can battle mano-a-mano, mech-a-mech, or you can just throw everything you've got at your opponent and set up for a battle royale. And what fun would these giant robots be if they didn't have the opportunity to squish tiny little human like the gnats that they are? Throw some pilots and some personalities into the mix and you've got equal-opportunity pounding. Now enough of reading these useless ramblings on *BattleTech*...go find out what the cards do!

BATTLETECH CARD DESCRIPTION

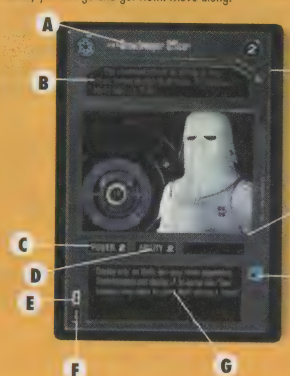
A. Name. This is one of five cards named Dasher. Hey, we never said they were creative in the 31st century.
B. Cost. Nothing is free, even in the future.
C. Vital Stats. Vital? Yeah, right.
D. Game Text. Everything you want to know and more!
E. Flavor Text. Everything you don't care about and less!
F. Armor. Yes, having zero armor pretty much sucks.
G. Structure. And being able to take only two points of damage ain't that good either.
H. Artist. 'Cause it's hard to get photographs of things that won't exist for over a thousand years.
I. Power. See...more than meets the eye!
J. Speed. Fast, Moderate, Slow...guess which ones better...
K. Keywords. Oh, just turn to page 75 already!

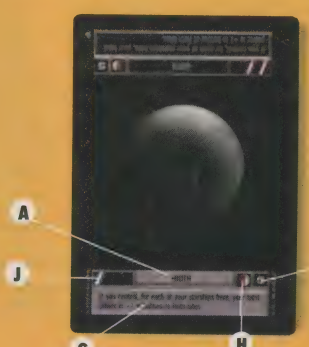
STAR WARS- EMPIRE STRIKES BACK: HOTH

A long time ago...oh, never mind. You know the drill—*Empire Strikes Back: Hoth* is the latest expansion for the *Star Wars CCG*. Packed full 'o Imperial enforcers and Rebel scum, this new-rules packed set gives you the opportunity to shoot things with giant robots (in case you didn't get enough of that from *BattleTech*), blow-up locations and eat your opponent's characters. Mmm...Skywalker Sandwich...Speaking of Skywalker, yes, there's the ever-impossible-to-get-but-cool-nonetheless Commander Skywalker. This latest version of everyone's favorite whiney jedi-wanna be is one of many cool cards in the set. And the new Shield Generator rules really help to capture the feel of the struggle between the Rebel and the Empire, but there's no need to wax poetic. If you play *Star Wars*, you *will* go and get *Hoth*. Move along.

STAR WARS- EMPIRE STRIKES BACK: HOTH CARD DESCRIPTION

A. Card Name. Why look! It's a Stormtrooper! Sleek new look, same old bantha fodder.
B. Flavor Text. "Well-versed in Rebel tactics," like knowing how to get shot.
C. Power. If he could ever manage to hit somebody, this is the damage he could do (sort of).
D. Ability. Helps determine whether or not you get to draw a battle destiny.
E. Deploy. What it costs to get this sucker into play.
F. Forfeit. When the inevitable happens and the Stormtrooper bites it, he can save you from losing this much force.
G. Game Text. What the card does. Duh!
H. Icons. Little helpful abilities, like being a warrior or a planet or a really fat Stormtrooper who's a little bit of both.
I. Destiny. Use dice? No! Run, Luke! Run!
J. Force. Did you really think dweebs like Luke could generate force?
K. Parsec. Five for Hoth, just like the Kessel Run on *every* trip, Han.





INQUEST
players guide

ARTIFACTS

Acidic Dagger ART R ●●● SBe 4 MG
4,T: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger. Use this ability only before defense is chosen.

Adarkar Sentinel AC U ●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 1 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Aesthir Glider AC C ●● RTp 3 AI
Flying. Cannot be assigned to block. Two versions. 2/1.

Al-abara's Carpet ART R ●● KFo 5 LG
5, T: Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U ●● MTe 10 AN,R,4th
X, T: Instead of drawing a card, draw X cards but take only one into hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U ●● DFr 8 AN,R,4th
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amber Prison ART R ●●●● DGi 4 MG
You may choose not to untap Amber Prison during your untap phase. 4,T: Tap target artifact, creature or land. As long as the Prison remains tapped, target does not untap during its controller's untap phase.

Amulet of Kroog ART C ●● MOK 2 AQ,4th
2, T: Prevent 1 damage to any target.

• **Amulet of Quoz** ART R ● DFr 6 IA
1, T: Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ●●● KFo 5 MG
5,T: Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4th
Do 2 damage to any player who puts a new land into play.

Apocalypse Chime ART R ●● MPo 2 HL
2, T: All cards in play from Homelands expansion are buried.

Arcum's Sleigh ART U ●● TWä 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ● TWä 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land. 2,T: Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R ●● TWä 3 LG, CH
Tap all Legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool.

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4th
2: Make one of your creatures +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ●●● NLe 2 AI
3, T: Target player looks at top three cards of his library and puts one of them on top of that library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH
T, Sacrifice: Turn non-artifact creature into artifact creature with +1/+1.

Astrolabe ART C ●●● AWe 3 AI
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Balm of Restoration ART R ● MOK 2 FE
1, T: Sacrifice to gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barl's Cage ART R ●●● TWä 4 DK, CH
3: Target creature does not untap during its controller's next untap.

Basalt Golem AC U ●●● SKi 5 MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C ●● JMe 2 AQ,4th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1.

• **Black Lotus** ART R ●●●●● CRu 0 A,B,U
T: Sacrifice to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4th
2, T: Put a counter on Black Mana Battery. T: Add B to your mana pool. Add B for each counter you remove as well.

2 **Black Vise** ART U ●●●●● RTh 1 A,B,U,R,4th
At the end of his or her upkeep, target opponent takes 1 damage for each card over four he or she has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Put a counter on Blue Mana Battery. T: Add U to your mana pool. Add U for each counter you remove as well.

Bone Flute ART U ●● CRu 2 DK
T: Give all creatures -1/-0 until end of turn.

Bone Mask ART R ●● DAG 4 MG
2,T: Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ●●● JMy 4 AN,R,4th
1 ,T, Sacrifice Bottle: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U ●● CRu 1 AN,R,4th
Pay 1 during upkeep to untap. 1/3.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• **Bronze Tablet** ART R ●● TWä 6 AQ,4th
4 ,T: Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

• **Candelabra of Tawnos** ART R ●●●● DSh 1 AQ
X ,T: Untap X separate lands.

Celestial Prism ART U ●● AWe 3 A,B,U,R,4th
2, T: Add 1 mana of any color to your mana pool.

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury creature at end of turn.

• **Chaos Orb** ART R ●●●●● MTe 2 A,B,U
1 ,T: Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ●●● DTu 2 MG
Comes into play tapped. T: Add B to your mana pool.

Chariot of the Sun ART U ●● GGr 3 MG
2,T: Target creature you control gains flying and has its toughness reduced to 1 until end of turn.

City in a Bottle ART R ●● DTu 2 AN
All cards from Arabian Nights are buried. No Arabian Nights cards can be played.

Clay Statue AC C ●●● JMy 4 AQ,4th
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4th
Flying. Put four +1/+0 counters on Avian when cast. At the end of any combat in which Avian attacks or blocks, remove a counter. During upkeep you may pay X and tap Avian to regain X counters. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4th
Put seven +1/+0 counters on Beast when cast. At the end of any combat in which Beast attacks or blocks, remove a counter. During upkeep you may pay X and tap Beast to regain X counters. 0/4.

Clockwork Gnomes AC C ●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●●● AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. X, T: Add X counters to Steed (Max. 4). 0/3.

Dark Privilege
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice a creature: Regenerate enchanted creature.
"As you breathe your last, understand why I accept such forbidden gifts."
Puenaj of Urborg
Illus. Tom Kiffin

Ashen Ghoul
Summon Ghoul
Ashen Ghoul can attack the turn it comes into play.
: Return Ashen Ghoul to play under your control. Use this ability only at the end of your upkeep and only if Ashen Ghoul is in your graveyard with at least three creature cards above it.

DARK PRIVILEGE ASHEN GHOUL

Dark Privilege and Ashen Ghoul: Dark Privilege is a handy version of regeneration for black, but it gives your critters a nasty case of the munchies. How do you keep a steady supply of snacks? Try several Ashen Ghouls: when one gets chomped, it pushes another one into play. When you don't need to regenerate, you can attack with the 3/1 summoning-sickness immune Ghoul. Mmm...fast food.

Clockwork Swarm AC C ●●● AWe 4 HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. X, T: Add X counters to Swarm: Max. four counters. 0/3.

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●● JMy 9 AQ,4th
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 during your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ●● AWe 4 A,B,U,R,4th
3, T: Prevent up to 2 damage.

Copper Tablet ART U ●● AWe 2 A,B,U
All players take 1 damage during their upkeep.

Coral Helm ART R ●● AWe 3 AQ,4th
3, Discard a card at random from your hand: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ●●● DFr 2 IA
4, T: Switch target enchantment from one creature to another. The EN's controller does not change. Treat enchantment as if just cast.

Crystal Golem AC U ●● MDr 4 MG
At the end of your turn Crystal Golem phases out. 3/3.

Crystal Rod ART U ●● AWe 1 A,B,U,R,4th
1: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ●●● RTh 4 AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Totem ART R ●●● DAG 2 MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ●●● AMa 4 A,B,U
2, T: Turn target land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ●●● AMa 4 AN,R,4th
Flying. 1/5.

Dark Sphere ART U ●● MTe 0 DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U ● MTe 0 FE
T: Sacrifice Cone. If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R ● MTe 1 FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ●●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U •• AMa 7 DK,4th
3: Regenerates.4/4.
Didgeridoo ART R •• MBe 1 HL
3: Take a Minotaur from your hand and put it directly into play.
Dingus Egg ART R ••• DFr 4 A,B,U,R,4th
Whenever a land leaves play, Egg does 2 damage to that player.
Disrupting Scepter ART R •••• DFr 3 A,B,U,R,4th
3, T: Opponent must discard 1 card. Play as a sorcery.
Draconian Cylix ART R • EBe 2 FE
2, T, Discard a card at random: Regenerate target creature.
Dragon Engine AC C •• AMa 3 AQ,R,4th
2: +1/+0 until end of turn. 1/3.
Ebony Horse ART R •• DWi 3 AN,R,4th
2, T: Untap one of your attackers. Treat target as if it never attacked.
Ebony Rhino AC C •• AWe 7 HL
Trample. 4/5.
Elixir of Vitality ART U ••• DSh 4 MG
Elixir of Vitality comes into play tapped. T, Sacrifice Elixir of Vitality: Gain 4 life. 8, T, Sacrifice Elixir of Vitality: Gain 8 life.
Elkin Bottle ART R ••• QHo 3 IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.
Elven Lyre ART R • KFo 2 FE
1, T, Sacrifice Lyre: Target creature gets +2/+2 until end of turn.

Grapeshot Catapult AC C ••• DFr 4 AQ,4th
T: Do 1 damage to a target flying creature. 2/3.
Green Mana Battery ART R ••• CRu 4 LG,4th
2, T: Put a counter on Green Mana Battery. T: Add G to your mana pool. Add G for each counter you remove as well.
Grinning Totem ART R •••• DGi 4 MG
2,T: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.
Gustha's Scepter ART R •• SEv 0 AI
If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.
Helm of Chatzuk ART R •• MTe 1 A,B,U,R,4th
1, T: Give target creature banding until end of turn.
Helm of Obedience ART R •••• BSn 4 AI
X, T: Put top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.
Hematite Talisman ART U • LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Jalum Tome ART R ••• TWa 3 AQ, CH
2, T: Draw a card and then discard a card of your choice.
Jandor's Ring ART R •• DFr 6 AN,R
2, T: Discard a card you just drew, and draw another to replace it.
Jandor's Saddlebags ART R ••• DWi 2 AN,R,4th
3, T: Untap a creature.
Jayemdae Tome ART R •••• MTe 4 A,B,U,R,4th
4, T: Draw a card.
Jester's Cap ART R •••• DFr 4 IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. This is supposed to be fun?
Jester's Mask ART R ••• DFr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his library.
Jeweled Amulet ART U ••• DFr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the appropriate type to your mana pool.
• **Jeweled Bird** ART R ••• AWe 1 AN, CH
T: Exchange Bird for your ante, then draw a new card.
Joven's Tools ART R •• NLe 6 HL
4, T: Target creature can only be blocked by walls until end of turn.
Juggernaut AC U •••• DFr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Viashino Sandstalker
Viashino Sandstalker is unaffected by summoning sickness.
At the end of any turn, return Viashino Sandstalker to owner's hand.
"Some believe sandstalkers to be illusions, those with scars know better."
—Thalifrin Guide to the Desert

Barbarian Guides
2,2,S: Target creature you control gains a snow-covered landwalk ability of your choice until end of turn. At end of turn, return that creature to its owner's hand.

Arcum's Weathervane
Artifact
2,S: Target snow-covered land becomes a non-snow-covered land of the same type. Mark the changed land with a counter.
2,S: Target non-snow-covered basic land becomes a snow-covered land of the same type. Mark the changed land with a counter.

VIASHINO SANDSTALKER BARBARIAN GUIDES ARCUM'S WEATHERVANE

Viashino Sandstalker, Barbarian Guides and Arcum's Weathervane: Viashinos are desert creatures, but they do just as well in snow-covered lands when they have the right guide on hand. Use the Weathervane and Barbarian Guides to give the Sandstalker an unblockable attack. It doesn't matter that the Guides send the Viashino back to your hand, since it retreats there anyway. It *is* coldblooded, after all, and can't stay in the snow for long.

Ersatz Gnomes AC U •• RSp 3 MG
T: Target spell or permanent is colorless until end of turn. 1/1.
1 **Feldon's Cane** ART C •••• MTe 1 AQ, CH
T, Remove Cane from game: Shuffle your graveyard into your library.
Fellwar Stone ART U •••• QHo 2 DK,4th
T: Produce 1 mana of any color that opponent's lands may produce.
Feroz's Ban ART R ••• HHu 6 HL
Summon spells cost an additional 2 to cast.
Fire Diamond ART U RTh 2 MG
Comes into play tapped. T: Add R to your mana pool.
Floodwater Dam ART R •• RGa 3 AI
XX1, T: Tap X target lands.
Flying Carpet ART R ••• MTe 4 AN,R,4th
2, T: Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.
Forcefield ART R •••• DFr 3 A,B,U
1: Target unblocked creature deals only 1 damage this turn.
Forethought Amulet ART R ••• MBe 5 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.
Fountain of Youth ART C •••• DGe 0 DK, CH
2, T: Gain 1 life.
Fyndhorn Bow ART U •• RAl 2 IA
3, T: Give target creature first strike until end of turn.
Gauntlet of Might ART R ••• CRu 4 A,B,U
All mountains produce an extra red mana. Give all red creatures +1/+1.
Gauntlets of Chaos ART R ••• DFr 5 LG, CH
5, T: Sacrifice Gauntlets to take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.
Glasses of Urza ART U ••• DSh 1 A,B,U,R,4th
T: Look at opponent's hand. No, his cards!
Goblin Lyre ART R • MKi 3 IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.
Golgothian Sylex ART R • KKa 4 AQ
1 ,T: Bury all Antiquities cards.

Hive, The ART R ••• SEv 5 A,B,U,R,4th
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.
Horn of Deafening ART R ••• DFr 4 LG, CH
2, T: Target creature deals no damage in combat this turn.
Horrible Hordes AC U •• IMi 3 MG
Rampage 1. 2/2.
Howling Mine ART R •••• MPo 2 A,B,U,R,4th
Everyone must draw an extra card during his draw phase.
Ice Cauldron ART R ••• DFr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell as though it were in your hand. T: Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.
Icy Manipulator ART U ••••• Multi 4 A,B,U, IA
1, T: Tap one land, creature, or artifact. Artists: DSh (A,B,U), AWe (IA)
Igneous Golem AC U •• ARe 5 MG
2: Trample until end of turn. 3/4.
Illusionary Mask ART R ••• AWe 2 A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.
Implements of Sacrifice ART R ••• MOK 2 FE
1, T: Sacrifice to add 2 mana of any color to your mana pool.
Infinite Hourglass ART R •• HMc 4 IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.
Iron Star ART U •• DFr 1 A,B,U,R,4th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.
Ivory Cup ART U •• AMa 1 A,B,U,R,4th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.
12 **Ivory Tower** ART U ••••• MOK 1 AQ,R,4th
Gain 1 life for each card over four you have in hand during upkeep.
Jade Monolith ART R •• AMa 4 A,B,U,R,4th
1: Take all damage done to any creature on yourself instead.
Jade Statue ART U •••• DFr 4 A,B,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.

Knowledge Vault ART R ••• AWe 4 LG
2, T: Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards unde it.
Kormus Bell ART R •• CRu 4 A,B,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for B.
Kry Shield ART U •• RTh 2 LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.
Lapis Lazuli Talisman ART U • AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.
Lead Golem AC U •• HKi 5 MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.
Library of Leng ART U ••• DGe 1 A,B,U,R,4th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.
Life Chisel ART U ••• AWa 4 LG
Sacrifice a creature during upkeep to gain life equal to its toughness.
Life Matrix ART R ••• AWe 4 LG
4, T: Put a counter on target creature during upkeep. Remove a counter to regenerate creature.
Lion's Eye Diamond ART R •• MOK 0 MG
Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool.
Living Armor ART C ••• AMa 4 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.
Living Wall AC U ••• AMa 4 A,B,U,R
Counts as a wall. 1: Regenerates. 0/6.
Lodestone Bauble ART R •••• DSh 0 AI
1, T, Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. Player draws a card during next turn's upkeep.
Malachite Talisman ART U • CRu 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.
Mana Crypt ART R •••• MTe 0 PR
T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

• Restricted
Banned

1 Restricted in type I only
2 Restricted in type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

Key

players guide

Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

Mana Matrix ART R ●● MTe 6 LG
Pay 2 generic mana less to cast an instant, interrupt, or enchantment.
Mana Prism ART U ●●● MOK 3 MG
T: Add 1 to your mana pool. 1,T: Add one mana of any color to your mana pool.
Mana Vault ART R ●●● MTe 1 A,B,U,R,4th
T: Add 3 to your mana pool. Pay 4 during your upkeep to untap. Does 1 damage to you if it remains tapped during upkeep.
Mangara's Tome ART R ●●● JBo 5 MG
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add the top card from under Tome to your hand.
Marble Diamond ART U ●●● JMi 2 MG
Comes into play tapped. T: Add W to your mana pool.
Marble Priest AC U ● MBe 5 LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.
Meekstone ART R ●●● QHo 1 A,B,U,R,4th
Creatures with power greater than 2 do not untap during untap phase.
Mightstone ART U ●●● PVe 4 AQ
All attacking creatures gain +1/+0.
Millstone ART U ●●● KFo 2 AQ,R,4th
2, T: Take the top 2 cards from target player's library and place them in that player's graveyard.
• **Mirror Universe** ART R ●●●●● PFo 6 LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.
Misers' Cage ART R ●●● JMi 3 MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.
Mishra's Groundbreaker ART U ● RGa 4 AI
T, Sacrifice: Target land becomes a 3/3 artifact creature.
Mishra's War Machine AC R ● AWe 7 A,B,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.
Moss Diamond ART U ●●● DGi 2 MG
Comes into play tapped. T: Add G to your mana pool.
• **Mox Emerald** ART R ●●●●● DFr 0 A,B,U
T: Add G to your mana pool.
• **Mox Jet** ART R ●●●●● DFr 0 A,B,U
T: Add B to your mana pool.
• **Mox Pearl** ART R ●●●●● DFr 0 A,B,U
T: Add W to your mana pool.
• **Mox Ruby** ART R ●●●●● DFr 0 A,B,U
T: Add R to your mana pool.
• **Mox Sapphire** ART R ●●●●● DFr 0 A,B,U
T: Add U to your mana pool.
Mystic Compass ART U ●●● AWe 2 AI
1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.
Nacre Talisman ART U ● MTe 2 IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.
Naked Singularity ART R ●● MTe 5 IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.
Necropolis AC U ●● NTh 5 DK
Counts as a wall. 0: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.
Nevinyrral's Disk ART R ●●●● MTe 4 A,B,U,R,4th
1, T: Destroy all non-land permanents. Comes into play tapped.
North Star ART R ● KFo 4 LG
4, T: You may cast one spell this turn using mana of any color.
Nova Pentacle ART R ●●● RTh 4 LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.
Obelisk of Undoing ART R ●● TWa 1 AQ, CH
6: Take any of your permanents in play back to your hand.
Obsianus Golem AC U ●●● JMy 6 A,B,U,R,4th
4/6.
Onulet AC U ●● AMa 3 AQ,R,4th
If Onulet is placed in graveyard, its controller gains 2 life. 2/2.
Onyx Talisman ART U ● SEv 2 IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.
Ornithopter AC U ●● AWe 0 AQ,R,4th
Flying. 0/2.
Patagia Golem AC U ●● SKi 4 MG
3: Flying until end of turn. 2/3.
Paupers' Cage ART R ●● MKi 3 MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.
Pentagram of the Ages ART R ●●● DSh 4 IA
4, T: Prevent all damage done to you from one source.
Phyrexian Devourer AC R ● MTe 6 AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.
Phyrexian Dreadnought AC R ●● PVe 1 MG
Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.
Phyrexian Portal ART R ●● PVe 3 AI
3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.
Phyrexian Vault ART U ●● HKi 3 MG
2,T: Sacrifice a creature to draw a card.
Phyrexian War Beast ART C ●●●● BSi 3 AI
If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.
Pit Trap ART U ●●● AMa 2 IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.
Planar Gate ART R ●● MBe 6 LG
Pay 2 generic mana less when casting a summon spell.
Primal Clay AC U ●●● KFo 6 AQ,R,4th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.
Pyramids ART R ●● AWe 6 AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.
Rack, The ART U ●●● RTh 1 AQ,R,4th
Do 1 damage for each card under three opponent has during upkeep.
Rakalite ART R ● CRu 6 AQ, CH
2: Prevent 1 damage to any target. Rakaite returns to owner's hand when used.
Razor Pendulum ART R ●● ZPl 4 MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.
Red Mana Battery ART R ●●● MTe 4 LG,4th
2, T: Put a counter on Red Mana Battery. T: Add R to your mana pool. Add R for each counter you removed as well.
Reflecting Mirror ART U ●● MPo 4 DK
XX, T: Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.
Relic Barrier ART U ●●●● HMc 2 LG
T: Tap target artifact.
Ring of Immortals ART R ● MBe 5 LG
3, T: Counter interrupt or EN targeting a permanent you control.
Ring of Ma'ruf ART R ●● DFr 5 AN
5, T: Instead of drawing a card, sacrifice Ring of Ma'ruf to select a card from outside the game.
Ring of Renewal ART R ●●● DSh 5 FE
5, T: Randomly discard a card from your hand to draw two cards.
Rocket Launcher ART U ●● PVe 4 AQ,R
2: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.
Rod of Ruin ART U ●●● CRu 4 A,B,U,R,4th
3, T: Do 1 damage to any target.
Roterothopter AC C ●● AWe 1 HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.
Runed Arch ART R ●● PFo 3 IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.
Runesword ART C ●● CRu 6 DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if targe leaves play before end of turn.
Sandals of Abdallah ART R ●● DFr 4 AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.
Sand Golem AC U ●●● JMa 5 MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.
Scarab of the Unseen ART U ● SEv 2 AI
T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.
Scarecrow AC U ●● AMa 5 DK
6, T: Prevent all damage to you from flying creatures this turn. 2/2.
Sentinel AC R ●●● RAF 4 LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.
Serpent Generator ART R ●●● MTe 6 LG, CH
4, T: Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.
Serrated Arrows ART C ●●●● DCh 4 HL
Put three arrow counters on Serrated Arrows when it comes into play. T, Remove one counter: Put a -1/-1 counter on target creature.
Shapeshifter AC U ●●● DFr 6 AQ,4th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).
Shield of the Ages ART U ●●● AMa 2 IA
2: Prevent 1 damage to you.
Shield Sphere AC U ●●● ARa 0 AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.
Skull Catapult ART U ●●● BWa 4 IA
1, T: Sacrifice a creature to do 2 damage to any target.
Skull of Orm ART U ●●● TWa 3 DK
5, T: Bring an enchantment card from your graveyard into your hand.
Sky Diamond ART U ●●● DAG 2 MG
Comes into play tapped. T: Add U to your mana pool.
Snow Fortress AC R ●●● JMe 5 IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying attacking creature. 0/4.
Sol Grail ART R ●●● CRu 3 AI
When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool.
• **Sol Ring** ART U ●●●●● MTe 1 A,B,U,R
T: Add 2 to your mana pool.
Soldevi Digger ART R ●●● AWe 2 AI
2: Put the top card of your graveyard on the bottom of your library.
Soldevi Golem AC R ●● AMa 4 IA
Does not untap during your untap phase. 0: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.
Soldevi Sentry AC ●● ARa 1 AI
1: Regenerate. Target opponent may draw a card. Two versions. 1/1.
Soldevi Simulacrum AC U ●●●● DFr 4 IA
CU: 1. 1: +1/+0 until end of turn. 2/4.
Soldevi Steam Beast AC C ● BSi 5 AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.
Soul Net ART U ●● DWi 1 A,B,U,R,4th
1: Gain 1 life when a creature is placed in the graveyard.
Spirit Shield ART R ●●● SKi 3 FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.
Staff of the Ages ART R ● DGe 3 IA
Creatures with landwalk ability may be blocked as normal.
Staff of Zegon ART C ●● MPo 4 AQ
3: Make target creature -2/-0 until end of turn.

Rock Slide
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.
"Good ol' rock. Nothing beats rock." Rhothok, goblin archer

Whiteout
Instant
All creatures with flying lose flying until end of turn.
If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return Whiteout to your hand.

ROCK SLIDE WHITEOUT

Rock Slide and Whiteout: Like an instant Fireball, Rockslide can decimate your opponent's forces on the attack. That is unless they fly, and then they'll just thumb their noses (and beaks) at your boulders rampaging below. When your opponent attacks with a flock of flappy things, make sure his forces are grounded due to inclement weather and treat them to a little deadly rock and roll.

Standing Stones ART U •• SEv 3 DK
1, T: Pay 1 life to add 1 mana of any color to your mana pool.
Stone Calendar ART R •• AWe 5 DK
Your spells cost 1 less to cast; casting costs cannot go below 0.
Storm Cauldron ART R ••• DFr 5 AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to owner's hand.
Su-Chi AC U •• CRu 4 AQ
When Su-Chi goes to graveyard, you get 4 colorless mana. 4/4.
Sunglasses of Urza ART R •• DFr 3 A,B,U,R,4th
Your plains may generate either a white or red mana.
Sunstone ART U •• PFo 3 IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.
Sword of the Ages ART R •••• CRu 6 LG
Enters play tapped. T: Sacrifice Sword and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword and sacrificed creatures from the game.
Tablet of Epityr ART C •• CRu 1 AQ
1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.
Tawnos's Coffin ART R ••• CRu 4 AQ
3, T: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin.
Tawnos's Wand ART U ••• DSh 4 AQ,4th
2: Target creature with power no greater than 2 can only be blocked by artifact creatures until end of turn.
Tawnos's Weaponry ART U ••• DFr 2 AQ,4th
2,T: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.
Teeka's Dragon AC R ••• LDa 9 MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.
Telim'Tor's Darts U ••• KWa 2 MG
2,T: Do 1 damage to target player.
Tetravus AC R ••• MTe 6 AQ,4th
Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.
Throne of Bone ART U •• AMa 1 A,B,U,R,4th
1: Gain 1 life each time a black spell is cast. Use only once per spell.
Time Bomb ART R ••• AWe 4 IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.
Time Vault ART R ••• MTe 2 A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.
Tormod's Crypt ART C ••• CRu 0 DK, CH
T, Sacrifice: Remove all cards in target player's graveyard from game.
Tower of Coireall ART U •• DFr 2 DK
T: Make target creature unblockable by walls until end of turn.
Triassic Egg ART R ••• DFr 4 LG, CH
3, T: Put a counter on Egg. If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly in play.
Triskelion AC R ••• DSh 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.
Unerring Sling ART U •• ZPl 3 MG
3,T: Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.
Urza's Avenger AC R ••• AWe 6 AQ,4th
0: Avenger loses -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.
Urza's Bauble ART U • CRu 0 IA
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.
Urza's Chalice ART C •• JMe 1 AQ
1: Gain 1 life for any artifact cast. Can only give 1 life per artifact.
Urza's Engine AC R •• GSi 5 AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.
Urza's Miter ART R • RAF 3 AQ
3: Draw a card when one of your artifacts goes to the graveyard. Use only once per artifact. May not be used when you sacrifice an artifact.
Ventifact Bottle ART R •• RSp 3 MG
1X,T: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.
Vexing Arcanix ART R •••• RGa 4 IA
3, T: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.
Vibrating Sphere ART R •• RTh 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.
Voodoo Doll ART R •• SEv 6 LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.

Walking Wall AC U ••• AWa 4 IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.
Wall of Shields AC U •• RGa 3 IA
Counts as wall. Banding. 0/4.

Lightning Cloud
2: Lightning Cloud deals 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.
The mightiest deeds sit upon spires of fire.
—Fenneryl adage
LIGHTNING CLOUD

Lightning Cloud: A handy addition to any deck with a lot of red, Lightning Cloud has an advantage over similar effects (like Iron Star) in that it doesn't suck. It can wear down your opponent, even if nothing you cast afterwards successfully hurts him. If cast early on, Lightning Cloud can win you the game; later on it can help break stand-stills.

Wall of Spears AC C •• SEv 3 AQ,4th
First strike, counts as a wall. 2/3.
Wand of Ith ART U ••• QHo 4 DK
3, T: Look at a card at random from target player's hand. Unless the card is a land, the player must either discard it or sacrifice life equal to its casting cost. If the card is a land, the player must either discard it or sacrifice 1 life. Wand of Ith may only be used during your turn.
War Barge ART U ••• TWa 4 DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.
War Chariot ART U ••• DWi 3 IA
3, T: Give target creature trample until end of turn.
Weakstone ART U •• JHa 4 AQ
All attacking creatures lose -1/-0.
Whalebone Glider ART U ••• AWe 2 IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.
Whirling Catapult ART R •• DFr 4 AI
2: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.
White Mana Battery ART R ••• AWa 4 LG,4th
2, T: Put a counter on White Mana Battery. T: Add W to your mana pool. Add W for each counter you removed as well.
Winter Orb ART R •••• MTe 2 A,B,U,R,4th
Each player may only untap 1 land during untap phase.
Wooden Sphere ART U •• MTe 1 A,B,U,R,4th
1: Gain 1 life for any green spell is cast. Use only once per spell.
Yotian Soldier AC C ••• CRu 3 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.
Zelyon Sword ART R •• SKi 3 FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.
• **Zuran Orb** ART U ••••• SEv 0 IA
0: Sacrifice a land to gain 2 life.

BLACK

Abomination SC U ••• MTe BB3 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.
Abyss, The EW R •••• PVe B3 LG
Each player must bury a target non-artifact creature he controls during his upkeep.
Abyssal Hunter SC R •••• SLu B3 MG
B,T: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.
Abyssal Specter SC U ••• RTp BB2 IA
Flying. Opponent damaged by Specter must discard a card. 2/3.
All Hallow's Eve EN R ••• CRu BB2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.

Animate Dead EC U ••• AMa B1 A,B,U,R,4th
Bring a creature from any graveyard into play on your side with -1 power.
Armor Thrull SC C ••• Multi B2 FE
T, Sacrifice: Put a +1/+2 counter on target creature. Artists: SKi, JMe, RSp, PVe. 1/3.
Artifact Possession EA C •• CRu B2 AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid.
Ashen Ghoul SC U •• RSp B3 IA
Unaffected by summoning sickness. B: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.
Ashen Powder SOR R ••• GDa BB2 MG
Take control of a creature from an opponent's graveyard.
Ashes to Ashes SOR U ••• DTu BB1 DK,4th
Remove two non-artifact creatures from the game and take 5 damage.
Bad Moon EN R •••• JMy B1 A,B,U,R,4th
All black creatures in play get +1/+1.
Balduvian Dead SC U •• MKi B3 AI
2R: Remove a summon card in your graveyard from the game to put a Graveborn token into play. Treat as a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.
Banshee SC U •• JMy BB2 DK, CH
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.
Barbed-Back Wurm SC U •• GLe B4 MG
B: Target green creature blocking Wurm gets -1/-1 'til end of turn. 4/3
Baron Sengir SL R ••• PVe BBB5 HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.
Basal Thrull SC C •• Multi BB FE
T, Sacrifice: Add BB to your mana pool. 1/2.
Binding Agony EC C •• RBl B1 MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.
Black Carriage SC R • DCh BB3 HL
Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.
Black Knight SC U •••• JMe BB A,B,U,R,4th
Protection from white, first strike. 2/2.
Blight EL U •• PVe BB LG,4th
If target land is tapped, destroy it at end of turn.
Blighted Shaman SC U •• IMi B1 MG
T, Sacrifice a creature: Give a creature +2/+2 until end of turn. T, Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.
Bog Imp SC C •• RSp B1 DK, 4th
Flying. 1/1.
Bog Rats SC C •• RSp B DK, CH
Cannot be blocked by walls. 1/1.
Bog Wraith SC U ••• JMe B3 A,B,U,R,4th
Swampwalk. 3/3.
Bone Harvest INS C ••••• GSi B2 MG
Put any number of target creature cards from your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.
Breathstealer SC C •• CNi B2 MG
B: +1/-1 until end of turn. 2/2.
Breeding Pit EN U ••• AMa B3 FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.
Brine Shaman SC C •• CBr B1 IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.
Broken Visage INS R •• MKi B4 HL
Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal to that of the attacking creature. Bury token at the end of turn.
Burnt Offering MS C •• DGe B IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.
Cadaverous Knight SC C •••• DPo B2 MG
Flanking. BB1: Regenerate. 2/2.
Carrion INS R ••• GDa BB1 MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.
Carrion Ants SC U ••• RTh BB2 LG,4th
1: +1/+1 until end of turn. 0/1.
Casting of Bones EC C •• AMa B2 AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.
Catacomb Dragon SC R ••• DOC BB4 MG
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.
Cemetery Gate SC C •• MBe B2 HL
Protection from black. Two versions. 0/5.
Chains of Mephistopheles EN R •• HHu B1 LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.
Choking Sands SOR C ••• RRa BB1 MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.

• Restricted
- Banned

1 Restricted in type 1 only
2 Banned from type 11 only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Cloak of Confusion	EC	C	••	MOK	B1	IA
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.						
Contagion	INS	U	••	MRa	BB3	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any no. of creatures.						
• **Contract from Below**	SOR	R	•••••	DSh	B	A,B,U,R
Discard your hand; draw an additional ante card plus seven cards.						
Cosmic Horror	SC	R	••	JMy	BBB3	LG,4th
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.						
Crypt Cobra	SC	U	••	RSp	B3	MG
If Crypt Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.						
Cuombajj Witches	SC	C	•••	KFo	BB	AN, CH
T: Each player does 1 damage to any target; you choose first. 1/3.						
Curse Artifact	EA	U	•	MTe	BB2	DK
Controller of target artifact must bury it during upkeep or lose 2 life.						
Cursed Land	EL	U	••	JMy	BB2	A,B,U,R,4th
Do 1 damage to controller of target land during upkeep.						
Cyclopean Mummy	SC	C	•	EBe	B1	LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.						
Dance of the Dead	EC	U	•••	RGa	B1	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 1B.						
Dark Banishing	INS	C	••••	Multi	B2	IA,MG
Bury target non-black creature. Artists: DTu (Ice Age), DPo (Mirage).						
Dark Ritual	MS	C	••••	Multi	B	A,B,U,R,4th,IA,MG
Add BBB to your mana pool. Artists: JHa, SEv, JCo (Mirage).						
Darkness	INS	C	••	HMc	B	LG
Creatures attack and block as normal but deal no damage.						
• **Darkpact**	SOR	R	••••	QHo	BBB	A,B,U,R
Swap your topmost undrawn card with either ante card.						
Deathgrip	EN	U	•••	AMa	BB	A,B,U,R,4th
BB: Counter a green spell.						
Deathlace	INT	R	•	SEv	B	A,B,U,R,4th
Change the color of one card being played or in play to black.						
• **Demonic Attorney**	SOR	R	•	DGe	B	A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.						
Demonic Consultation	INS	U	•••	RAl	B	IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.						
Demonic Hordes	SC	R	••••	JMy	BBB3	A,B,U,R
T: Destroy target land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
Demonic Torment	EC	U	••	AMa	B2	LG
Target creature deals no damage during combat and may not attack.						
• **Demonic Tutor**	SOR	U	•••••	DSh	B1	A,B,U,R
Choose one card from your library, then reshuffle your library.						
Derelor	SC	R	•••	AMa	B3	FE
Your black spells cost an additional B. 4/4.						
Dirtwater Wraith	SC	C	•••	SLu	B3	MG
Swampwalk. B: +1/+0 until end of turn. 1/3.						
Diseased Vermin	SC	U	•••	SKi	B2	AI
During your upkeep, Diseased Vermin deals one damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it. 1/1.						
Drain Life	SOR	C	••••	Multi	B1X	A,B,U,R,4th,MG
Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness. Artists: DSh, RKF (Mirage).						
Dread Specter	SC	U	••	KRa	B3	MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.						
Dread Wight	SC	R	••	DGe	BB3	IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a counter at any time. 3/4.						
Drift of the Dead	SC	U	••	BSn	B3	IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.						
Drudge Skeletons	SC	C	•••	SEv	B1	A,B,U,R,4th
B: Regenerates. 1/1.						
Drudge Spell	EN	U	••	NTh	BB	HL
B: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature; B: regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.						
Dry Spell	SOR	C	•••	BSn	B1	HL
Dry Spell deals 1 damage to each creature and player. Two versions.						
Dystopia	EN	R	••••	RTp	BB1	AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.						
Eater of the Dead	SC	U	•••	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	••	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
Ebony Charm	INS	C	••	GGr	B	MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.						
El-Hajjâj	SC	R	••	DWi	BB1	AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.						
Enfeeblement	EC	C		JBo	BB	MG
Enchanted creature gets -2/-2.						
Erg Raiders	SC	C	•••	DWi	B1	AN,R,4th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.						
Evil Eye of Orms-By-Gore	SC	U	••	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. May only be blocked by walls. 3/6.						
Evil Presence	EL	U	••	SEv	B	A,B,U,R,4th
Target land is now a basic swamp.						
Fallen, The	SC	U	••	JMy	BBB1	DK, CH
During controller's upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	•••	AMa	BB3	LG, CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
Fatal Lore	SOR	R	•	LSn	BB2	AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.						
Fear	EC	C	•••	Multi	BB	A,B,U,R,4th, IA
Only black or artifact creatures may block target creature.						
Feast of the Unicorn	EC	C	•••	DDe	B3	HL
Target creature gets +4/+0. Two versions.						
Feast or Famine	INS	U	•••	PVe	B3	AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.						
Feral Shadow	SC	C	••	CNi	B2	MG
Flying. 2/1.						
Fetid Horror	SC	C		GLe	B3	MG
B: +1/+1 until end of turn. 1/2.						
Fevered Strength	INS	C	••	BSn	B2	AI
Creature gets +2/+0. Draw a card at the start of next turn's upkeep.						
Flow of Maggots	SC	R	••	RSp	B2	IA
CU: 1. May not be blocked by non-wall creatures. 2/2.						
Forbidden Crypt	EN	R	•••	DAG	BB3	MG
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.						
Forsaken Wastes	EW	R	•••	KWa	B2	MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.						
Foul Familiar	SC	C	•••	AMa	B2	IA
May not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.						
Frankenstein's Monster	SC	R	••	AMa	BBX	DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.						
Frozen Shade	SC	C	•••	DSh	B2	A,B,U,R,4th
B: +1/+1 until end of turn. 0/1.						
Funeral March	EC	C	••	MBe	BB1	HL
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.						
Gangrenous Zombies	SC	C	••	BSn	BB1	IA
T: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						
Gate to Phyrexia	EN	U	•••	SEv	BB	AQ
Sacrifice a creature during your upkeep to destroy an artifact.						
Gaze of Pain	SOR	C	•••	AMa	B1	IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.						
Ghost Hounds	SC	U	••	JMe	B1	HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.						
Ghosts of the Damned	SC	C	••	EBe	BB1	LG
T: Make target creature -1/-0 until end of turn. 0/2.						
Giant Slug	SC	C	••	AMa	B1	LG, CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.						
Gloom	EN	U	••••	DFr	B2	A,B,U,R,4th
White spells and white enchantment costs now require 3 extra mana.						
Glyph of Doom	INS	C	•	SVC	B	LG
Creatures blocked by target wall are destroyed after combat.						
Grandmother Sengir	SL	R	••	PVe	B4	HL
B1, T: Target creature -1/-1 until end of turn. 3/3.						
Grave Robbers	SC	R	••	QHo	BB1	DK
B, T: Remove an artifact in any graveyard from the game and gain 2 life. 1/1.						
Gravebane Zombie	SC	C	••	GLe	B3	MG
If Zombie is put into the graveyard from play, put it on top of owner's library. 3/2.						
Gravebind	INS	R	•	DTu	B	IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn's upkeep.						
Grave Servitude	EC	C	•••	ASm	B1	MG
You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.						
Greater Werewolf	SC	C	•••	DDer	B4	HL
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.						
Greed	EN	R	•••	PFo	B3	LG, 4th
B: Draw an extra card and sacrifice 2 life.						
Guardian Beast	SC	R	••••	KMe	B3	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Harbinger of Night	SC	R	•••	TKy	BB2	MG
During your upkeep, put a -1/-1 counter on each creature. 2/3.						
Hasran Ogress	SC	C	••	DFr	BB	AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
Haunting Wind	EN	U	••	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						
Headless Horseman	SC	C	•	QHo	B2	LG
Yup... this card does nothing. 2/2.						
Headstone	INS	C	••	DCh	B1	HL
Remove target card in any graveyard from game. Draw a card at the beginning of the next turn's upkeep.						
Hecatomb	EN	R	•••	Nth	BB1	IA
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	•	CRu	B	LG
Make all creatures -1/-0 until end of turn.						
Hellfire	SOR	R	•••	PVe	BBB2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Hell's Caretaker	SC	R	•••	SEv	B3	LG, CH
T: Sacrifice creature to put a creature in your graveyard into play. 1/1.						

King Cheetah
Summon Cheetah
You may choose to play King Cheetah whenever you could play an instant.
If you find yourself and a friend being chased by a king cheetah, you have but one chance: Trip your friend.
—Siaj Ata wisdom
3/2

KING CHEETAH

RIGHTEOUSNESS

King Cheetah and Righteousness: As we all know, there was only one true King, but coming into play as an instant makes King Cheetah more than just a hound dog. This royal cat makes great surprise defense, but at 3/2, it's easy to step on his blue suede shoes. Paste him with Righteousness and send your opponent's prize attacker to Heartbreak Hotel with your 10/9 Cheetah. Long live the king!

Hoar Shade SC C ●●● RTh B3 IA
B: +1/+1 until end of turn. 1/2.

Horror of Horrors EN U ●●● MTe BB3 LG
Sacrifice a swamp to regenerate a black creature.

Howl from Beyond INS C ●●● MPo BX A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn.

Hyalopterous Lemure SC U ●●● RTh B4 IA
0: Gains flying and -1/-0 until end of turn. 4/3.

Hymn to Tourach SOR C ●●●● Multi BB FE
Target player randomly discards two cards from hand.

Hypnotic Specter SC U ●●●●● DSh BB1 A,B,U,R,4th
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.

Icequake SOR U ●●● RKF BB1 IA
Destroy a land. If it's snow-covered, its controller takes 1 damage.

Ihsan's Shade SC U ●●●● CRu BBB3 HL
Protection from white. 5/5.

Imprison EC R ●●● CRu B LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.

Infernal Contract SOR R ●●●● RRa BBB MG
Pay half your life, rounded up: Draw four cards.

Infernal Darkness EN R ●●● PFo BB2 IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.

Infernal Denizen SC R ● DTu B7 IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. T: Gain control of target creature. 5/7.

Infernal Medusa SC U ●●● AMa BB3 LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.

Initiates of the Ebon Hand SC C ●●● Multi B FE
1: Add B to your mana pool. Bury Initiates if more than three is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.

Inquisition SOR C ● AMa B2 DK
Examine target player's hand. Do one damage for each white card.

Insidious Bookworms SC C ●● GSi B AI
B1: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.

Irini Sengir SL U ● PVe BB2 HL
All white and green enchantments cost an extra 2 to cast. 2/2.

Jovial Evil SOR R ●● CRu B2 LG
Do 2 damage to opponent for each white creature opponent controls.

Junún Efreet SC U ●●● CRu BB1 AN,4th
Flying. Pay BB during upkeep or Junún Efreet is destroyed. 3/3.

Juzam Djinn SC R ●●●●● MTe BB2 AN
Take 1 damage during upkeep. 5/5.

Kaervek's Hex SOR U ●● IMi B3 MG
Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.

Keeper of Tresserhorn SC R ●●● Multi B5 AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6. Artists: ZPI & DAG.

Khabal Ghoul SC R ●●● DSh B2 AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.

Kjeldoran Dead SC C ●●● MBe B IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.

Knights of Stromgald SC U ●●●● MPo BB IA
Protection from white. BB: +1/+0. B: First strike. 2/1.

Koskun Falls EW R ●● RAl BB2 HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.

Krovikan Elementalist SC U ●● DSh BB IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.

Krovikan Fetish EC C ●●● HHu B2 IA
Target creature gets +1/+1. Draw a card at the start of the next turn.

Krovikan Horror SC R ● CRu B3 AI
At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.

Krovikan Plague EC U ● LDa B2 AI
Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. 0: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.

Krovikan Vampire SC U ●● QHo BB3 IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.

Legions of Lim-Dûl SC C ●● AMa BB1 IA
Snow-covered swampwalk. 2/3.

Leshrac's Rite EC U ●● RTh B IA
Give target creature swampwalk.

Leshrac's Sigil EN U ●● DTu BB IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.

Lesser Werewolf SC U ●●● QHo B3 LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.

Lich EN R ●● DGe BBBB A,B,U
Lose all life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.

Lim-Dûl's Cohort SC C ●● DSh BB1 IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.

Lim-Dûl's Hex EN U ●● LDa B1 IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.

Lim-Dûl's High Guard SC C ●●● AMa BB1 AI
First strike. 1B: Regenerate. Two versions. 2/1.

Lord of the Pit SC R ●●● MTe BBB4 A,B,U,R,4th
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.

Lost Soul SC C ●● RAF BB1 LG,4th
Swampwalk. 2/1.

Marsh Gas INS C ● DSh B DK,4th
Make all creatures -2/-0 until end of turn.

Mind Ravel SOR C ●● MTe B2 IA
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.

Mind Twist SOR R ●●●●● JBa BX A,B,U,R,4th
Opponent must randomly discard X cards from hand.

Mind Warp SOR U ●●● LDa B3X IA
Look at a player's hand and make him discard X cards of your choice.

Mind Whip EC R ●● DTu BB2 IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he does not pay 3. That creature is tapped if Mind Whip deals damage in this way.

Mindstab Thrull SC C ●● Multi BB1 FE
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.

Minion of Leshrac SC R ●●● LWi BBB4 IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. T: Destroy a creature or land. 5/5.

Necrite SC C ●● Multi BB1 FE
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.

Necropotence EN R ●●●● MTe BBB IA
Skip your draw phase. 0: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.

Nether Shadow SC R ●● CRu BB A,B,U,R,4th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.

Nether Void EW R ●●●●● HMc B3 LG
All spells are countered unless their controller spends an additional 3.

Nettling Imp SC U ●●● QHo B2 A,B,U,R
T: Target non-wall creature must attack or die at end of turn. 1/1.

Nightmare SC R ●●● MBe B5 A,B,U,R,4th
Flying. Power and toughness equal number of swamps controller has in play. */*.

Nocturnal Raid INS U ●● JMa BB2 MG
All black creatures get +2/+0 until end of turn.

Norritt SC C ●●● MRa B3 IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.

Oath of Lim-Dûl EN R ●●● DSh B3 IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

Order of the Ebon Hand SC C ●●●● Multi BB FE
Protection from white. BB: +1/+0. B: First strike. 2/1.

Oubliette EN C ●●● DSh BB1 AN
Place target creature out of play.

Painful Memories SOR U ●●● JCo B1 MG
Look at target opponent's hand. Choose one of those cards and put it on top of his or her library.

Paralyze EC C ●●● AMa B A,B,U,R,4th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep.

Pestilence EN C ●●● JMy B2 A,B,U,R,4th
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.

Pestilence Rats SC C ●● JMe B2 IA
* equals the number of other Rats in play. */3.

Phantasmal Fiend SC C ●●● SKi B3 AI
B: +1/-1 until end of turn. 1U: Switch Fiend's power and toughness until end of turn. Two versions. 1/5.

Ball Lightning
Trample
Ball Lightning may attack on the turn during which it is summoned. Ball Lightning is buried at the end of the turn during which it is summoned.

Shrieking Drake
Flying
When Shrieking Drake comes into play, return a creature you control to owner's hand.
"Kaervek believes the drakes' cries herald his victory; in truth, they mourn ahead for his impending demise." —Efera

BALL LIGHTNING SHRIEKING DRAKE

Ball Lightning and Shrieking Drake: What's the Shrieking Drake got over a Flying Man? They say lightning never strikes in the same place twice, but you can prove the old adage wrong. Cast the Drake after attacking with the Ball, and take the disposable red menace back into your hand. Suddenly the Drake's sucky ability doesn't look quite so sucky...

Minion of Tevesh Szat SC R ●●● JBa BBB4 IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.

Mire Shade SC U ●● RGa B1 MG
B, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.

Misinformation INS U ●●● RKF B AI
Put three target cards from an opponent's graveyard on top of his library in any order.

Mold Demon SC R ● JMy BB5 LG
Sacrifice 2 swamps when casting Mold Demon or bury it. 6/6.

Mole Worms SC U ●● DGe B2 IA
T: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.

Moor Fiend SC C ●●● AMa B3 IA
Swampwalk. 3/3.

Murk Dwellers SC C ●● DTu B3 DK,4th
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.

Nameless Race SC R ●● QHo B3 DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.

Phyrexian Boon EC C ●●● MTe B2 AI
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.

Phyrexian Gremlins SC C ●●● AWe B2 AQ
T: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.

Phyrexian Tribute SOR R ● JMa B2 MG
Sacrifice two creatures: Destroy target artifact.

Pit Scorpion SC C ●● SKi B2 LG, 4th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.

Plague Rats SC C ● AMa B2 A,B,U,R,4th
Power and toughness equal number of Plague Rats in play. */*.

Pox SOR R ●●● CBr BBB IA
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

Priest of Yawgmoth SC C ● MTe B1 AQ
T: Sacrifice an artifact and add B equal its cost to your mana pool. 1/2

Purraj of Urborg SL R ●●● JMa BB3 MG
First strike when attacking. B: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.

Key

* Restricted
Banned

1 Restricted in type 1 only
2 Banned from type 1 only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

Quagmire EN U • DFr B2 LG
Creatures with swampwalk may be blocked as normal.

Rag Man SC R •• DGe BB2 DK,4th
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.

Raise Dead SOR C ••• JMe B A,B,U,R,4th
Bring a creature from your graveyard into your hand.

Ravenous Vampire SC U ••• JBo BB3 MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.

Reign of Terror SOR U •• GLe BB3 MG
Bury all white or green creatures. Lose 2 life for each creature.

Restless Dead SC C ••• IMi B1 MG
B: Regenerate. 1/1.

Ritual of the Machine SOR R •••• AMa BB2 AI
Sacrifice a creature to gain control of a non-black, non-artifact creature.

Royal Assassin SC R •••• TWa BB1 A,B,U,R,4th
T: Destroy any tapped creature. 1/1.

Sacrifice MS U • DFr B A,B,U,R
Sacrifice a creature to get B equal to that creature's casting cost.

Scathe Zombies SC C • JMy B2 A,B,U,R,4th
2/2.

Scavenging Ghoul SC U •• JMe B3 A,B,U,R,4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.

Season of the Witch EN R • JMy BBB DK
At end of each player's turn, bury all untapped creatures that could've attacked but didn't. Pay 2 life during upkeep or Season is destroyed.

Seizures EC C •• JBa B1 IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.

Sengir Autocrat SC R ••• DCh B3 HL
When Autocrat comes into play, put 3 smurf tokens into play. Treat as 0/1 black creatures. If Autocrat leaves play, bury your smurfs. 2/2.

Sengir Bats SC C •• DFr BB1 HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.

Sengir Vampire SC U •••• AMa BB3 A,B,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 1/2.

Sewers of Estark INS R •• MBe BB2 PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.

Energy Vortex: If you set up a strong defense, you can pump mana into Energy Vortex every turn. If your opponent scrambles to crack your defense, he'll be cooking in his own juices as the Vortex fries him, and if he devotes mana to the Vortex, he'll never crack your defense. Either way, it'll suck to be him.

Sewer Rats SC C ••• MMc B MG
B, Pay 1 life: +1/+0 until end of turn. You cannot spend more than BBB in this way each turn. 1/1.

Shadow Guildmage SC C ••• MKi B MG
U,T: Put target creature you control on top of owner's library. R,T: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.

Shallow Grave INS R •••• JCo B1 MG
Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.

Shauku, Endbringer SL R •• PVe BB5 MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. T; Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.

Shimian Night Stalker SC U ••• JMy BB3 LG, CH
B: Redirect damage done to you by a creature to Stalker instead. 4/4.

Simulacrum INS U ••• MPo B1 A,B,U,R,4th
Redirect all damage done to you this turn to one of your creatures.

Sinkhole SOR C ••• SEv BB A,B,U
Destroy a land.

Skulking Ghost SC C ••• RBl B1 MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.

Soldevi Adnate SC C •• CRu B1 AI
T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. 1/2.

Songs of the Damned MS C •• PVe B IA
Add B to your mana pool for every creature in your graveyard.

Sorceress Queen SC R •••• KFo BB1 AN,R,4th
T: Target creature becomes 0/2 until end of turn. 1/1.

Soul Burn SOR C ••• RAl B2 IA
Do one damage to any target for each B or R spent above the casting cost. Gain one life for each B spent in this way.

Soul Exchange SOR U ••• AWa BB FE
Remove a creature from the game to put a creature from your graveyard in play. Add a +2/+2 counter if you sacrificed a Thrull.

Soul Kiss EC C ••• NLe B2 IA
B: Sacrifice one life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.

Soul Rend INS U ••• JMi B1 MG
Bury target white creature. Draw a card at start of the next turn.

Soulshriek INS C •• JBo B MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.

Spirit of the Night SL R ••• CNi BBB6 MG
Flying, trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.

Spirit Shackle EC U •• EBe BB LG,4th
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.

Spoils of Evil INT R ••• QHo B2 IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

Spoils of War SOR R ••• PVe BX IA
Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.

Stench of Decay INS C •• HHu BB1 AI
All non-artifact creatures get -1/-1 until end of turn. Two versions.

Stench of Evil SOR U ••• MTe BB2 IA
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay 2 for each point he wishes to prevent.

Stone-Throwing Devils SC C ••• KMe B AN
First strike. 1/1.

Stromgald Cabal SC R •••• AMa BB1 IA
T: Pay 1 life to counter a white spell. 2/2.

Stromgald Spy SC U ••• ZPl B3 AI
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.

Stupor SOR U •••• MKi B2 MG
Opponent discards a card at random, then chooses and discards a card.

Swamp Mosquito SC C •• NLe B1 AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.

Syphon Soul SOR C •• MBe B2 LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.

Tainted Specter SC R ••• Ch B3 MG
Flying. BB1, T: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.

Takklemaggot EC U •• DGe BB2 LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an EN and does 1 damage during upkeep to its last controller.

Terror INS C •••• RSP B1 A,B,U,R,4th
Bury target creature. Cannot target black or artifact creatures.

Thrull Champion SC R •• DGe B4 FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.

Thrull Retainer EC U ••• RSp B FE
Give target +1/+1. Sacrifice Retainer to regenerate the creature.

Thrull Wizard SC U • AMa B2 FE
B1: Counter black spell unless caster pays an additional B or 3. 1/1.

Timmerian Fiends SC R • MKi BB1 HL
BBB: Sacrifice Fiends to bury target opponent's artifact in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.

Tombstone Stairwell EW R ••• Dom BB2 MG
Cumulative Upkeep: B1. During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.

Torture EC C •• MTe B HL
B1: Place -1/-1 token on creature Torture enchants. Two versions.

Touch of Darkness INS U • PVe B LG
Change the color of one or more creatures to black until end of turn.

Touch of Death SOR C •• MBe B2 IA
Do 1 damage to any player and gain 1 life. Cantrip.

Tourach's Chant EN U •• RKF BB1 FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.

Tourach's Gate EL R • SEv BB1 FE
Sacrifice a Thrull to put three time counters on land. Remove a counter during upkeep, burying Gate when there it has no time counters. 0: Tap land to give all your attacking creatures +2/-1 until end of turn.

Transmutation INS C ••• SVC B1 LG, CH
Target creature's power and toughness are switched until end of turn.

Uncle Istvan SC U •• DGe BBB1 DK,4th
Creatures cannot damage Uncle Istvan. 1/3.

• **Underworld Dreams** EN U ••••• JBa BBB LG
Do 1 damage to opponent for each card drawn.

Unholy Strength EC C ••• DSh B A,B,U,R,4th
Target creature gains +2/+1.

Urborg Panther SC C ••• CNi B2 MG
B, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Panther: Search your library for Spirit of the Night and put it into play as though it were just played.

Vampire Bats SC C •• AMa B LG,4th
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.

Veldrane of Sengir SL R ••• SVC BB5 HL
BB1: Forestwalk and -3/-0. 5/5.

Walking Dead SC C ••• DFr B1 LG
B: Regenerates. 1/1.

Wall of Bone SC U •• AMa B2 A,B,U,R,4th
B: Regenerates. 1/4.

Wall of Corpses SC C •• GLe B1 MG
B, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.

Wall of Putrid Flesh SC U •• RTh B2 LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.

Wall of Shadows SC C •• PVe BB LG, CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.

Wall of Tombstones SC U • DFr B1 LG
=the number of creatures in your graveyard. 0/1+.

Warp Artifact EA R •• AWe BB A,B,U,R,4th
Do 1 damage to target artifact's controller during upkeep.

Weakness EC C •• DSh BO A,B,U,R,4th
Target creature loses -2/-1.

Will-O'-The-Wisp SC R •••• JMy B A,B,U,R,4th
Flying. B: Regenerates. 0/1.

Withering Boon INT U ••• RBl B1 MG
Pay 3 life: Counter target summon spell.

Withering Wisps EN U ••• Nth BB1 IA
B: Do 1 damage to all creatures and players. You cannot spend more B than the number of SC swamps you control. Destroy if there are no creatures in play at end of turn.

Word of Binding SOR C ••• RSp BBX DK,4th
Tap X creatures.

Word of Command INS R •• JMy BB A,B,U
Examine opponent's hand. Play any card from opponent's hand using his available mana.

Worms of the Earth EN R • AMa BBB2 DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.

Wretched, The SC R •• CRu BB3 LG, CH
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.

Xenic Poltergeist SC R ••• DFr BB1 AQ, 4th
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

Yawgmoth Demon SC R • SEv BB4 AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.

Zombie Master SC R •• JMe BB1 A,B,U,R,4th
All zombies in play gain swampwalk and may regenerate for B. 2/3.

Zombie Mob SC U ••• TNi BB2 MG
Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.

BLUE

Acid Rain SOR R ••• NTh U3 LG
Destroy all forests in play.

Æther Storm EN U ••• MTe U3 HL
No summon spells may be cast. Anyone may pay 4 life to bury Storm.

Air Elemental SC U ••• RTh UU3 A,B,U,R,4th
Flying. 4/4.

Amnesia SOR U •••• MPo UUU3 DK
Examine target player's hand. Target discards all non-land cards.

Ancestral Memories SOR R ••• WDo UUU2 MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
• **Ancestral Recall**	INS	R	●●●●●	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	●●	DSh	U3	A,B,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	●●●	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	●●	DFr	UU1	DK,4th
U, T: Add 3 to your mana pool. 0/1.						
Arcane Denial	INT	C	●●●●	RKF	U1	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep and you draw one.						
Arnjlot's Ascent	EN	C	●●	DTu	UU1	IA
CU: U. 1: Target creature gains flying until end of turn.						
Awesome Presence	EC	C	●●	LSn	U	AI
Enchanted creature can't be blocked unless defending player pays an additional 3 for each creature assigned to block it.						
Azimaet Drake	SC	C	●●	GGr	U2	MG
Flying. U: +1/+0 until end of turn. You cannot spend more than U in this way each turn. 1/3.						
Azure Drake	SC	U	●●●	DFr	U3	LG, CH
Flying. 2/4.						
Backfire	EC	U	●●	BSn	U	LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Baki's Curse	SOR	R	•	NLe	UU2	HL
Do 2 damage to each creature for each enchantment on that creature.						
Balduvian Conjurer	SC	U	●●	MTe	U1	IA
T: Turn a SC land into a 2/2 creature until end of turn. 0/2.						
Balduvian Shaman	SC	C	●●	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Bay Falcon	SC	C	●●●	UFr	U1	MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.						
Bazaar of Wonders	EW	R	●●●●	LDa	UU3	MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.						
Benthic Explorers	SC	C	●●●	GSi	U3	AI
T: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4.						
Binding Grasp	EC	U	●●●	RTp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.						
Blue Elemental Blast	INT	C	●●●	RTh	U	A,B,U,R,4th
Counter a red spell being cast or destroy a red card in play.						
Boomerang	INS	C	●●●	BSn	UU	LG, CH,MG
Return target permanent to owner's hand. Artists: BSn, RKF (Mirage).						
• **Braingeyser**	SOR	R	●●●●	MTe	UUX	A,B,U,R
Target player must draw X cards.						
Brainstorm	INS	C	●●●	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	●●	PFo	UU2	IA
CU: U. Green creatures require an additional CU: 1.						
Brine Hag	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						
Browse	EN	U	●●●	PFo	UU2	AI
2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.						
Cerulean Wyvern	SC	U	●●●	GGr	U4	MG
Flying, protection from green. 3/3.						
Chain Stasis	INS	R	●●	PMo	U	HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.						
Clairvoyance	INS	C	●●	KMe	U	IA
Look at target player's hand. Draw a card at beginning of next turn.						
Cloak of Invisibility	EC	C	●●●	JCo	U	MG
Enchanted creature gains phasing and can only be blocked by Walls.						
Clone	SC	U	●●●	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. */*.						
Control Magic	EC	U	●●●●	DWi	UU2	A,B,U,R,4th
Control target creature until enchantment is discarded or game ends.						
• **Copy Artifact**	EN	R	●●●●●	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat as both enchantment and artifact.						
Coral Fighters	SC	U	●●	SLu	U1	MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.						
Coral Reef	EN	C	●●	AWe	UU	HL
Put 4 counters on Reef. 0: Sacrifice an Island for 2 polyps. U: Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.						
Counterspell	INT	U	●●●●●	Multi	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast. Artists: MPo, LWi						
Creature Bond	EC	C	●●	AMa	U1	A,B,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	●●●	SEv	UU	DK, CH
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	●●	DTu	UU	AN, CH
Islandhome. 4/1.						
Daring Apprentice	SC	R	●●●	KFo	UU1	MG
T, Sacrifice Daring Apprentice: Counter target spell. 1/1.						
Dark Maze	SC	C	●●	RAl	U4	HL
0: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.						
Deep Spawn	SC	U	●●	MTe	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. U: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.						
Deep Water	EN	C	•	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	●●●●	MRa	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	●●	LDa	U2	LG
Islandwalk. 1/2.						
Diminishing Returns	SOR	U	●●●●	LWi	UU2	AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards from game. Each player draws up to 7 cards.						
Dissipate	INT	U		RKF	UU1	MG
Counter target spell. Remove that card from the game.						
Drafna's Restoration	SOR	C	●●	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.						
Drain Power	SOR	R	●●●	DSh	UU	A,B,U,R,4th
Tap opponent's landsfor mana and draw all mana in his pool into yours.						
Dream Cache	SOR	C	●●●	DAG	U2	MG
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.						
Dream Coat	EC	U	●●	AWa	U	LG
During your upkeep you may change target creature's color.						
Dream Fighter	SC	C	●●●	DTu	U2	MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.						
Dreams of the Dead	EN	U	●●	HHu	U3	IA
U1: Put a white or black creature from your graveyard into play. That creature now has CU: 2. If creature leaves play, remove it from game.						
Drowned	SC	C	●●	QHo	U1	DK
B: Regenerates. 1/1.						
Elder Spawn	SC	R	•	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	●●	AMa	U	DK
RR: +2/+0 and Eel does 1 damage to you. 1/1.						
Enchantment Alteration	INS	U	●●●	BSn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.						
Energy Flux	EN	U	●●●	KFo	U2	AQ,R,4th
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	●●	DGe	U	LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Energy Vortex	EN	R	●●	TWa	UU3	MG
At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. X: Put X counters on Vortex. Use this ability only during your upkeep.						
Enervate	INS	C	●●●	LWi	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn's upkeep.						
Erosion	EL	C	●●	PVe	UUU	DK,4th
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	●●	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent.						
Essence Flare	EC	C	●●●	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Ether Well	INS	U	●●●	CGi	U3	MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.						
False Demise	EC	U	●●●	RGa	U2	AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.						
Feedback	EE	U	●●	QHo	U2	A,B,U,R,4th
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	●●●	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	●●	AMa	U1	AN, CH
Give target creature islandwalk.						
Flash	INS	R	●●●	DHo	U1	MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 2. If you cannot, bury the creature.						
Flash Counter	INT	C	●●●	HMc	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	•	TWa	U	LG, CH
Destroy red permanent or return mountain to owner's hand.						
Flight	EC	C	●●●	AMa	U	A,B,U,R,4th
Target creature now has flying.						
Flood	EN	C	●●●	DDe	U	DK,4th
UU: Tap target non-flying creature.						
Floodgate	SC	U	●●●	JMi	U3	MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.						
Flying Men	SC	C	●●●	CRu	U	AN
Flying. 1/1.						
Force of Will	INT	U	●●●●●	TNi	UU3	AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.						
Force Spike	INT	C	●●	BWa	U	LG
Counter target spell unless its caster spends 1 extra generic mana.						
Force Void	INT	U	•	MTe	U2	IA
Counter target spell unless its caster spends 1. Contrip.						
Foresight	SOR	C	•	TNi	U1	AI
Search your library for any three cards and remove them from the game.Draw a card at the beginning of the next turn's upkeep.						
Forget	SOR	R	●●	MKi	UU	HL
Target player discards two cards and then draws two cards.						
Gaseous Form	EC	C	●●	PFo	U2	LG,4th
Target creature deals nor receives damage in combat.						
Ghost Ship	SC	U	●●●	TWa	UU2	DK,4th
Flying. UUU: Regenerates. 2/4.						
Giant Albatross	SC	C	●●	DCh	U1	HL
Flying. U1: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies.						
Giant Oyster	SC	U	●●●	NLe	UU2	HL
You may leave Oyster tapped. T: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a - 1/-1 counter on creature. If Oyster leaves play, all counters are discarded.						

Goblin Recruiter
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order.
"Yes!"

GOBLIN RECRUITER BRAINGEYSER

Goblin Recruiter and Braingeyser: Goblin decks are great cheesy fun, but there's always that point in the game when your hand runs low on hapless chattel or when you need that one utility goblin to take out a specific permanent. When you cast the Recruiter, goblins flock to the top of your deck like lemmings, and a simple Braingeyser will fill your hand with the goofy red critters.

Key

• Restricted	1 Restricted in type I only	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land	SL Summon Legend
◦ Banned	2 Banned from type II only	CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source	SOR Sorcery
	ART Artifact	CU Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land	SC Summon Creature	

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Giant Shark Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.	SC	C	•	TWä	U5	DK
Giant Tortoise +0/+3 while untapped. 1/1.	SC	C	••	KFo	U1	AN,4th
Glacial Wall 0/7.	SC	U	••	DWi	U2	IA
Glyph of Delusion Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.	INS	C	•	SVC	U	LG
Hakim, Loreweaver Flying. UU: Put target creature enchantment from your graveyard on Hakim. Treat that enchantment as though it were just played. Use this ability only during your upkeep and only if there are no enchantments on Hakim. UU,T: Destroy all enchantments on Hakim. 2/4.	SL	R	•••	ARa	UU3	MG
Harmattan Efreet Flying. UU1: Target creature gains flying until end of turn. 2/2.	SC	U	•••	DTu	UU2	MG
High Tide All islands produce another U until end of turn. Artists: AMa, DTu, AWe.	INS	C	•	Multi	U	FE
Homarid Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.	SC	C	•	Multi	U2	FE
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	•••	AWe	UU2	FE
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Camarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	•••	DSh	UU	FE
Homarid Warrior U: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.	SC	C	••	Multi	U4	FE
Hurkyl's Recall Return all artifacts in play controlled by target player to owner's hand.	INS	R	•••	NTh	U1	AQ,R,4th
Hydroblast Counter a spell being cast or destroy a red permanent if it's red.	INT	C	•••	KFo	U	IA
Iceberg Put X counters on Iceberg when it comes into play. 3: Put a counter on Iceberg. 0: Remove a counter to add 1 to your mana pool.	EN	U	••	JMe	UUX	IA
Icy Prison Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.	EN	R	••	AMa	UU	IA
Illusionary Forces Flying. CU: U. 4/4.	SC	C	••	JHa	U3	IA
Illusionary Presence CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.	SC	R	••	KFo	UU1	IA
Illusionary Terrain CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.	EN	U	•••	RAl	UU	IA
Illusionary Wall Flying, first strike. CU: U. 7/4.	SC	C	••	MPo	U4	IA
Illusions of Grandeur CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.	EN	R	••	QHo	U3	IA
In the Eye of Chaos Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	•	CRu	U2	LG
Infuse Untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.	INS	C	•	RGa	U2	IA
Invisibility Target creature may only be blocked by walls.	EC	C	•••	AMa	UU	A,B,U
Invoke Prejudice Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	•••	HMc	UUUU	LG
Island Fish Jasconius Islandhome. Pay UUU during upkeep to untap. 6/8.	SC	R	••	JMy	UUU4	AN,R,4th
Jinx Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.	INS	C	••	MKi	U1	HL
Joli Tap or untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.	INS	C	•••	JMa	U2	MG
Jump Target creature has flying until end of turn.	INS	C	••	MPo	U	A,B,U,R,4th
Juxtapose Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts.	SOR	R	•••	JHa	U3	LG, CH
Krovikan Sorcerer T: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.	SC	C	•••	PMo	U2	IA
Kukemssa Pirates If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.	SC	R	•••	Jo	U3	MG
Kukemssa Serpent Islandhome. U, Sacrifice an island: Target land an opponent controls is an island until end of turn. 4/3.	SC	C	•••	IMi	U3	MG
Labyrinth Minotaur Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. Two versions. 1/4.	SC	C	••	AMa	U3	HL
Land Equilibrium If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.	EN	R	••••	JMy	UU2	LG
Lat-Nam's Legacy Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.	INS	C	••	TWä	U1	AI
Leviathan Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.	SC	R	••	MTe	UUUU5	DK,4th
Library of Lat-Nam Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.	SOR	R	••••	ARa	U4	AI
Lifetap Gain 1 life whenever opponent taps a forest.	EN	U	•••	AMa	UU	A,B,U,R,4th
Lord of Atlantis All Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	••	MBe	UU	A,B,U,R,4th
Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	INT	R	••	JBa	U	A,B,U,R,4th
Magus of the Unseen U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. It is unaffected by summoning sickness. 1/1.	SC	R	••••	DFr	UU4	A,B,U,R,4th
Mahamoti Djinn Flying. 5/6.	SC	R	••••	DFr	UU4	A,B,U,R,4th
Mana Drain Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.	INT	U	•••••	MTe	UU	LG
Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	•••	DWi	U2	A,B,U,R,4th
Mana Vortex Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.	EN	R	••	DSh	UU1	DK
Marjhan Islandhome. Does not untap as normal. UU: Sacrifice a creature to untap Marjhan. Use only during your upkeep. UU: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.	SC	R	••	DGe	UU5	HL
Meddle Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.	INT	U	••••	BSn	U1	MG
Memory Lapse Counter target spell. Put that spell on top of its owner's library.	INT	C	••	MTe	U1	HL,MG
Merchant Scroll Search library for blue instant or interrupt and add it to your hand.	SOR	C	•••	LDah	U1	HL
Merchant Ship Islandhome. Gain 2 life if Ship attacks and is not blocked. 0/2.	SC	R	••	TWä	U	AN
Merfolk Assassin T: Destroy target creature that has islandwalk. 1/2.	SC	U	•••	DDe	UU	DK
Merfolk of the Pearl Trident 1/1.	SC	C	••	JMe	U	A,B,U,R,4th
Merfolk Raiders Phasing; islandwalk. 2/3.	SC	C	•••	SLu	U1	MG
Merfolk Seer U1: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.	SC	C	••	SLu	U2	MG
Merseine Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.	EC	C	••	Multi	UU2	FE
Mesmeric Trance CU: 1. U: Discard a card from your hand to draw a card.	EN	R	••	DFr	UU1	IA
Mind Bend Change the text of target permanent by replacing all instances of one color word or basic land type with another.	INS	U	••••	MDr	U	MG
Mind Bomb Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	••	MTe	U	DK,4th
Mind Harness CU 1. Gain control of target red or green creature.	EC	U	•••	JMi	U	MG
Mistfolk U: Counter any spell that targets Mistfolk. 1/2.	SC	C	••	QHo	UU	IA
Mist Dragon 0: Flying. 0: Loses Flying. UU3: Phases out. 4/4.	SC	R	•••	ADa	UU4	MG
Musician CU: 1. T: Put a counter on target creature. During its controller's upkeep, he pays 1 for each counter or the creature is destroyed. 1/1.	SC	R	••	DTu	U2	IA
Mystical Tutor Search your library for an instant, interrupt, ms, or sorcery and reveal that card to all players. Put the card back on top of your library.	INS	U	••••	DOC	U	MG
Mystic Decree All creatures lose flying and islandwalk.	EW	R	•••	LDa	UU2	HL
Mystic Might CU: U1. 0: Tap land to give a creature +2/+2 until end of turn.	EL	R	•	NLe	U	IA
Mystic Remora CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.	EN	C	•••	KMe	U	IA
Narwhal First strike, Protection from red. 2/2.	SC	R	••	DCh	UU2	HL
Old Man of the Sea T: Gain control of creature with power less than or equal to the Old Man's. You may choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN
Part Water Give X target creatures islandwalk until end of turn.	SOR	U	••	NTh	UXX	LG
Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	••	MPo	U3	A,B,U,R,4th
Phantasmal Mount Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	•••	MBe	U1	IA
Phantasmal Sphere Flying. At the beginning of the upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay one for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number counters on Sphere. 0/1.	SC	C	••	MTe	U1	AI
Phantasmal Terrain Target land switches to any basic land type chosen by caster.	EL	C	•••	DWi	UU	A,B,U,R,4th
Phantom Monster Flying. 3/3.	SC	U	•••	JMy	U3	A,B,U,R,4th
Pirate Ship Islandhome. T: Do 1 damage to any target. 4/3.	SC	R	•••	TWä	U4	A,B,U,R,4th
Polar Kraken Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	•••	MTe	UUU8	IA
Political Trickery Exchange control of one of your lands for one of opponent's lands.	SOR	R	••••	SKi	U2	MG
Polymorph Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.	SOR	R	•••	RBl	U3	MG

Bull Elephant
Summon Elephant
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant.
Four gray trees and a long coiling snake. What am I?
Zhalfirin riddle
Natural Balance
Sorcery
Each player controlling six or more land sacrifices enough lands to reduce his or her land total to five.
Each player controlling four or fewer lands may search his or her library for enough basic land to bring his or her land total to five and put those lands into play. Those players shuffle their libraries afterwards.

BULL ELEPHANT NATURAL BALANCE

Bull Elephant and Natural Balance: Casting Bull Elephant returns two forests to your hand. Does he use them for toothpicks? Sell them for lumber? Beats us, but you can turn this disadvantage into a few free lands with Natural Balance. Cast the Elephant when you have four lands in play. Then, with mana-critters and artifact mana, cast Natural Balance and bingo! Three free lands!

Portent SOR C ●●● LDa U IA
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Cantrip
Power Artifact EA U ●● DSh UU AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1.
Power Leak EE C ● DTu U1 A,B,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.
Power Sink INT C ●●●● Multi UX A,B,U,R,4TH,IA,MG
Counter target spell unless its caster spends X more mana. Spell's caster must spend all mana from lands and mana pool until X is met.
Prismatic Lace INS R ●●● DOC U MG
Target permanent becomes the color(s) of your choice.

Reverberation INS R ●●● JHa UU2 LG
Redirect damage from a sorcery to its caster.
Riptide INS C ● RAF U DK
Tap all blue creatures.
River Merfolk SC R ●●● DSh UU FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.
Sage of Lat-Nam SC C ●● PVe U1 AQ
T, Sacrifice an artifact: Draw a card.1/1.
Sandbar Crocodile SC C ●●● UFr U4 MG
Phasing. 6/5.
Sapphire Charm INS C ●●● SLu U MG
Choose one — Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

Snowfall EN C ● PFo U2 IA
CU: U. Islands may produce an addition U when tapped for mana. SC islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.
Soar EC C ●●● TRo U1 MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.
Soldevi Heretic SC C ● MKi U2 AI
W, T: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.
Soldevi Machinist SC U ●● JMe U1 IA
T: Add 2 to mana pool. Use only for artifact activation costs. 1/1.
Soldevi Sage SC C ●● CHe U1 AI
T: Sacrifice 2 lands to draw 3 cards. Discard one of those cards. 1/1.

Phyrexian War Beast
Artifact Creature
If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals 1 damage to you.
"Deal with the spawn of Phyrexia cautiously; only with time may we control them."
—Arcum Dagsson, Soldevi Machinist
3/4

Play only on an artifact or creature.
Enchanted permanent gains phasing.
"Stepping through time is like riding a camel. It may get you where you want to go, but the ride is rarely pleasant."
—Teferi

Sorcery
Target player and caster each choose one of the creatures they control with the highest casting cost. Exchange control of those creatures. Then do the same for artifacts. Juxtapose does not tap or untap these cards. The control of any enchantments or cards played on these permanents is unchanged. If one player does not have or chooses to exchange do not trade that type of card.

PHYREXIAN WAR BEAST | TEFERI'S CURSE | JUXTAPOSE

Phyrexian War Beast, Teferi's Curse and Juxtapose: Phyrexian War Beast has a nasty penalty for leaving play—good thing that only happens once—usually. Under the influence of Teferi's Curse, the Beast will pop in and out of play every other turn, wreaking havoc on its controller. Since you don't want to be caught holding this hot potato, pass it on to your opponent with Juxtapose and watch the sparks fly!

Prodigal Sorcerer SC C ●●● DSh U2 A,B,U,R,4th
T: Do 1 damage to any target. 1/1.
Psionic Blast INS U ●●●● DSh U2 A,B,U
Do 4 damage to any target and 2 damage to you.
Psionic Entity SC R ●● JHa U4 LG,4th
T: Do 2 damage to any target and 3 damage to itself. 2/2.
Psychic Allergy EN R ●● MTe UU3 DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.
Psychic Purge SOR C ●● SVC U LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.
Psychic Transfer SOR R ●● Dom U4 MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.
Psychic Venom EL C ●● BSn U1 A,B,U,R,4th
Do 2 damage to target land's controller whenever the land is tapped.
Puppet Master EC U ●● SEv UUU LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay UUU to return Master to its owner's hand if this happens.
Ray of Command INS C ●●● Multi U3 IA,MG
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.
Ray of Erasure INS C ● MRa U IA
Target player must take the top card of his library and place it in his graveyard. Draw a card at the beginning of the next turn's upkeep.
Reality Ripple INS C ●● ARa U1 MG
Target artifact, creature, or land phases out.
Reality Twist EN R ●● JEr UUU IA
CU: UU1. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.
1 **Recall** SOR U ●●●● BSn UXX LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.
Reconstruction SOR C ●●● AMa U AQ,R
Bring an artifact from your graveyard into your hand.
Reef Pirates SC C ●● TWa UU1 HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.
Relic Bind EA R ●● CRu U2 LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.
Remove Soul INT C ●●● BSn U1 LG, CH
Counter target summon spell.
Reset . INT U ●● NLe UU LG
Untap all your lands. May only be played during opponent's turn.
Reveka, Wizard Savant SL R ●● SVC UU2 HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.

Sea King's Blessing INS U ● RAF U LG
Change color of any number of target creatures to blue until end of turn.
Sea Scryer SC C ●● MMc U1 MG
T: Add 1 to your mana pool.. 1,T: Add U to your mana pool. 1/1.
Sea Serpent SC C ● JMe U5 A,B,U,R,4th
Islandhome. 5/5.
Sea Spirit SC U ●● RAI U4 IA
U: +1/+0 until end of turn. 2/3.
Sea Sprite SC U ●●● SVC U1 HL
Flying. Protection from red. 1/1.
Sea Troll SC U ● DGe U2 HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.
Seasinger SC U ●● AWe UU1 FE
Islandhome. T: Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped. 0/1.
Segovian Leviathan SC U ●●● MBe U4 LG,4th
Islandwalk. 3/3.
Serendib Djinn SC R ●● AMa UU2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.
Serendib Efreet SC R ●●●●● AMa U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.
Shaper Guildmage SC C ●●● DAG U MG
W,T: Target creature gets first strike. B,T: Target creature gets +1/+0.
Shimmer EN R ●●● DCh UU2 MG
When you play Shimmer, pick a land type. Those lands gain phasing.
Shyft SC R ●● RTh U4 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.
Sibilant Spirit SC R ●●●● RSp U5 IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.
Silhouette INS U1 ● KFo U LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.
Silver Erne SC U ●● MBe U3 IA
Flying, trample. 2/2.
Sindbad SC U ●● JBa U1 AN,4th
T:Draw a card. If it's not a land, discard it. 1/1.
Siren's Call INS U ●● AMa U A,B,U,R,4th
All of opponent's creatures that can attack must, or die at end of turn.
Sleight of Mind INT U ●●●● NLe U A,B,U,R,4th,IA
Change the text of a card being played or in play by switching one color word with another.
Snow Devil EC C ●● KMe U1 IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Soul Barrier EN U ●● HMc U2 IA
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.
Spectral Cloak EC U ●●● RAI UU LG
Creature cannot be targeted by spells or fast effects unless it is tapped.
Spell Blast INT C ●●● BSn UX A,B,U,R,4th
Counter target spell; X is the casting cost of target spell.
Spiny Starfish SC U ●● ARa U2 AI
U: Regenerate and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.
Stasis EN R ●●● FJo U1 A,B,U,R,4th
Players don't get an untap phase. Pay U during upkeep or bury Stasis.
Steal Artifact EA U ●●● AWe UU2 A,B,U,R,4th
Take control of target artifact.
Storm Crow SC C ● SEv U1 AI
Flying. 1/2.
Storm Elemental SC U ●●● JMa U5 AI
Flying. U: Remove top card of your library from the game to tap target flying creature. U: Remove top card of your library from the game. If it is a SC land, Storm Elemental gets +1/+1 until end of turn. 3/4.
Suffocation INS U ●● LWi U1 AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.
Sunken City EN C ●●● JMy UU DK,4th
All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.
Suq'Ata Firewalker SC U ●●● DOC UU1 MG
Suq'Ata Firewalker cannot be the target of red spells or effects. T: Suq'Ata Firewalker deals 1 damage to target creature or player. 0/1.
Svyelunite Priest SC U ●● RSp U1 FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.
Tangle Kelp EC U ● RAI U DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.
Taniwha SL R ●●●● IMi UU3 MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.
Teferi's Curse EP C ●● RBl U1 MG
Play only on an artifact or creature. Enchanted permanent gains phasing.
Teferi's Drake SC C ●● KJo U2 MG
Flying, phasing. 3/2.
Teferi's Imp SC R ●●● UFr U2 MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.
Telekinesis INS R ●● DGe UU LG
Target creature becomes tapped and deals no damage this turn.It does not untap normally during its controller's following two untap phases.
Teleport INS R ●●● DSh UUU LG, CH
Target creature may not be blocked this turn.

Key

● Restricted
Banned

1 Restricted in type I only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Thirst	EC	C	●●●	RRa	U2	MG
Tap enchanted creature. During your upkeep, pay U or bury Thirst. Enchanted creature does not untap during its controller's untap phase.						
Thought Lash	EN	R	●	MTe	UU2	AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. 0: Remove the top card of your library from game to prevent one damage to you.						
Thoughtlace	INT	R	●	MPo	U	A,B,U,R,4th
Change the color of a card being played or already in play to blue.						
Thunder Wall	SC	U	●●	RTh	UU1	IA
Flying. U: +1/+1 until end of turn. 0/2.						
Tidal Control	EN	R	●●	RGa	UU1	AI
CU: 2. Anyone may pay 2 or two life to counter a red or green spell.						
Tidal Flats	EN	C	●	Multi	U	FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.						
Tidal Influence	EN	U	●●	TWa	U2	FE
Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.						

Giant Caterpillar
Summon Caterpillar
Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying.
"I've seen hornworms big as a man's fist," the traveler said, and nodded soberly when our jaws were slack at his ignorance."
—Afani, Yawn
Illus. Zina Saunders
3/3

Enchant Creature
Target creature gains +3/+3. Each round, put a +1/+1 counter on the creature during its controller's upkeep. These counters remain even if this enchantment is removed before the creature dies.
Illus. © Douglas Shuler

GIANT CATERPILLAR | UNSTABLE MUTATION

Giant Caterpillar and Unstable Mutation: A 6/6 hungry mutant Caterpillar will munch on nearly anything your opponent puts in its path, but it won't last very long, so attack repeatedly and do as much damage as possible. Eventually the Caterpillar will shrink away, or become someone else's snack, so sacrifice it for a butterfly token, slap another Unstable Mutation on it and start over! Unstable Mutant Ninja Butterfly?

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Tidal Wave	INS	U	●●●	BSn	U2	MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.						
Time Elemental	SC	R	●●●	AWe	U2	LG,4th
UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
• **Time Walk**	SOR	R	●●●●●	AWe	U1	A,B,U
Take an extra turn immediately after this one.						
• **Timetwister**	SOR	R	●●●●●	MTe	U2	A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Transmute Artifact	SOR	U	●●	AMa	UU	AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. If the new artifact's casting cost exceeds the discarded one's, pay the difference or bury the new artifact.						
Twiddle	INS	C	●●●	RAl	U	A,B,U,4th
Tap or untap any single land, creature, or artifact in play.						
Undertow	EN	U	●	RAF	U2	LG
Creatures with islandwalk may be blocked.						
Unstable Mutation	EC	C	●●●	DSh	U	AN,R,4th
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain even if Unstable Mutation is destroyed.						
Unsummon	INS	C	●●●	DSh	U	A,B,U,R,4th
Return target creature to its owner's hand.						
Updraft	INS	U	●●	LWi	U1	IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn's upkeep.						
Vaporous Djinn	SC	U	●●●	ARe	UU2	MG
Flying. During your upkeep, pay UU or Vaporous Djinn phases out. 3/4.						
Venarian Gold	EC	C	●●	DGe	UUX	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Vesuvan Doppelganger	SC	R	●●●●	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*.						
Viscerid Armor	EC	C	●●	HHu	U1	AI
Enchanted creature gets +1/+1. 1U: Return Armor to owner's hand.						
Viscerid Drone	SC	U	●●	HHu	U1	AI
T: Sacrifice a creature and Swamp to bury target non-artifact creature. T: Sacrifice a creature and a SC Swamp to bury target creature. 1/2.						
Vodalian Knights	SC	R	●●●	SVC	UU1	FE
Islandhome. First strike. U: Flying until end of turn. 2/2.						
Vodalian Mage	SC	C	●●	Multi	U2	FE
U, T: Counter a target spell unless caster pays an additional 1. 1/1.						
Vodalian Soldiers	SC	C	●	Multi	U1	FE
Artists: MBe, RKF, JMe, SVC. 1/2.						
Vodalian War Machine	SC	R	●●	AWe	UU1	FE
Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.						
Volcanic Eruption	SOR	R	●●●	DSh	UUUX	A,B,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.						
Wall of Air	SC	U	●●●	RTh	UU1	A,B,U,R,4th
Flying. 1/5.						
Wall of Kelp	SC	R	●●	ARa	UU	HL
UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.						
Wall of Vapor	SC	C	●●●	RTh	U3	LG, CH
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Water	SC	U	●●	RTh	UU1	A,B,U,R,4th
U: +1/+0. 0/5.						
Wall of Wonder	SC	U	●●	RTh	UU2	LG, CH
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.						
Water Elemental	SC	U	●●	JMe	UU3	A,B,U,R,4th
5/4.						
Water Wurm	SC	C	●	RSp	U	DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
Wave Elemental	SC	U	●●	ZPl	UU2	MG
U,T: Sacrifice: Tap up to three target creatures without flying. 2/3.						
Wind Spirit	SC	U	●●●	KFo	U4	IA
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.						
Winter's Chill	INS	R	●●	EBe	UX	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed.						
Word of Undoing	INS	C	●●●	CRu	U	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.						
Wrath of Marit Lage	EN	R	●●●	MRa	UU3	IA
Tap all red creatures. Red creatures do not untap as normal.						
Zephyr Falcon	SC	C	●●●	HHu	U1	LG,4th
Flying. Does not tap to attack. 1/1.						
Zuran Enchanter	SC	C	●●●	DSh	U1	IA
B2, T: Opponent must discard 1 card. Play as a sorcery. 1/1.						
Zuran Spellcaster	SC	C	●●●	EBe	U2	IA
T: Do 1 damage to any target. 1/1.						
Zur's Weirding	EN	R	●●●●	LDa	U3	IA
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.						

GOLD

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adun Oakenshield	SL	R	●●●	JMe	BGR	LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.						
Altar of Bone	SOR	R	●●	MBe	GW	IA
Sacrifice a creature search your library for a creature card.						
Angus Mackenzie	SL	R	●●	BWa	UGW	LG
UGW, T: Creatures deal no damage during combat. 2/2.						
Arcades Sabboth	SL	R	●●●	EBe	UUGGWW2	LG, CH
Flying. All your creatures gain +0/+2 when untapped. W: +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades. 7/7.						
Asmira, Holy Avenger	SL	R	●●●	RGu	GW2	MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.						
Axelrod Gunnarson	SL	R	●●	SKi	BBRR4	LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to a player. 5/5.						
Ayesha Tanaka	SL	R	●●●	BWa	UUWW	LG, CH
Bands.T: Counter artifact effect unless its controller spends W. 2/2.						
Barktooth Warbeard	SL	U	●●	ARu	BRR4	LG
6/5.						
Bartel Runeaxe	SL	R	●●●	ARu	BGR3	LG
Cannot be target of enchantments. Does not tap to attack. 6/5.						
Benthic Djinn	SC	R	●●●	ARe	BU2	MG
Islandwalk. During your upkeep, lose 2 life. 5/3.						
Boris Devilboon	SC	R	●●	JMy	BR3	LG
BR2, T: Put a 1/1 red and black minor demon token into play. 2/2.						
Cadaverous Bloom	EN	R	●●●●	ARa	BG3	MG
Choose a card in your hand and remove it from the game: Add BB or GG to your mana pool.						
Centaur Archer	SC	U	●●	MBe	GR1	IA
T: Deal 1 damage to target flying creature. 3/2.						
Chromatic Armor	EC	R	●●●	MPo	UW1	IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a counter on Chromatic Armor and change the color that it protects against. X equals the number of counters on Chromatic Armor.						
Chromium	SL	R	●●	EBe	BBUUWW2	LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
Circle of Despair	EN	R	●●●	SFi	BW1	MG
1, Sacrifice a creature: Prevent all damage to any creature or player from any one source.						
Dakkon Blackblade	SL	R	●●●	RKF	BUUW2	LG, CH
* equals the number of lands you control. */*.						
Dark Heart of the Wood	EN	C	●●●	CRu	BG	DK
Sacrifice a forest to gain 3 life.						
Delirium	INS	U	●●●	TNi	BR1	MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature takes deals and takes no damage in combat.						
Diabolic Vision	SOR	U	●●●	AWa	BU	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						
Discordant Spirit	SC	R	●●●	ARa	BR2	MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.						
Earthlink	EN	R	●	RKF	BGR3	IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Augury	EN	R	●●●	AWa	BUR	IA
3: Look at the top three cards of any player's library and put them back in any order.						
Emberwilde Caliph	SC	R	●●	JLa	UR2	MG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.						
Energy Arc	INS	U	●●	TNi	WU	AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						
Essence Vortex	INS	U	●●	MOK	BU1	IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
Fiery Justice	SOR	R	●●	MBe	GRW	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Covenant	INS	U	●●●	DFr	BR1	IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you sacrifice.						
Flooded Woodlands	EN	R	●●●	KFo	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Frenetic Efreet	SC	R	●●●	TGi	UR1	MG
Flying. 0: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.						
Fumarole	SOR	U	●●	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SL	R	●●	DGe	GGWW3	LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghostly Flame	EN	R	●●	RGa	BR	IA
Black and red permanents and spells are colorless sources of damage.						
Giant Trap Door Spider	SC	U	●●●	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Glaciers	EN	R	●●●	MTe	UW2	IA
All mountains become plains.						
Gosta Dirk	SL	R	●●	RTh	UUWW3	LG
First strike. Creatures with islandwalk may be blocked. 4/4.						
Grim Feast	EN	R	●●	MKi	BG1	MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Gwendlyn Di Corci	SL	R	●●●●	JBa	BBUR	LG
T: Target player randomly discards a card. Play as a sorcery. 3/5.						
Halfdane	SL	R	●●●	MBe	BUW1	LG
Halfdane is 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Harbor Guardian	SC	U	●●●	SBe	UW2	MG
Harbor Guardian can block creatures with flying, If Harbor Guardian attacks, defending player may draw a card. 3/4.						
Haunting Apparition	SC	U	●●	Ch	BU1	MG
Flying. * is no. of green creatures in opponent's graveyard. 1+*/2.						
Hazerider Drake	SC	U	●●	ZSa	UW2	MG
Flying, protection from red. 2/3.						
Hazezon Tamar	SL	R	●●	RKF	GRW4	LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.						
Hunding Gjornersen	SL	U	●	RTh	UUW3	LG
Rampage: 1. 5/4.						
Hymn of Rebirth	SOR	U	●●●	RKF	GW3	IA
Take control of a creature from any graveyard.						
Jacques le Vert	SL	R	●●●	ARu	GRW1	LG
Make all your green creatures +0/+2. 3/2.						
Jasmine Boreal	SL	U	●●	RKF	GW3	LG
4/5.						
Jedit Ojanen	SL	U	●	MPo	UWW4	LG
5/5.						
Jerrard of the Closed Fist	SL	U	●●	ARu	GGR3	LG
6/5.						
Johan	SL	R	●●●	MTe	GRW3	LG, CH
If Johan is not tapped and doesn't attack, your creatures may attack without tapping. 5/4.						
Jungle Troll	SC	U	●●	JBo	GR1	MG
R: Regenerate. G: Regenerate. 2/1.						
Kaervek's Purge	SOR	U	●●	RKF	BRX	MG
Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.						
Kasimir the Lone Wolf	SL	U	●	RKF	UW4	LG
5/3.						
Kei Takahashi	SL	R	●●	SKi	GW2	LG, CH
T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast	SC	U	●●	MPo	GW3	IA
Any creature blocking or blocked by Frostbeast is destroyed at end of combat. 2/4.						
Lady Caleria	SL	R	●●●	BWa	GGWW3	LG
T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela	SL	R	●●●	MPo	BUW	LG
BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain	SL	U	●	RKF	GR4	LG
5/5.						
Lady Orca	SL	U	●●	SEv	BR5	LG
7/4.						
Leering Gargoyle	SC	R	●●	DPo	UW1	MG
Flying. T: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.						
Lim-Dûl's Paladin	SC	U	●●●	CRu	RB2	AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses four life. 0/3.						
Lim-Dûl's Vault	INS	U	●●●●	RAl	UB	AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.						
Livonya Silone	SL	R	●●●	RKF	GGRR2	LG
First strike, legendary landwalk. 4/4.						
Lord Magnus	SL	U	●●●	MTe	GWW3	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.						
Lord of Tresserhorn	SC	R	●●●	AMa	RBU1	AI
When Lord comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. B: Regenerate. 10/4						
Malignant Growth	EN	R	●●●	SFi	UG3	MG
CU: 1. During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.						
Marhault Elsdragon	SL	U	●●	MPo	GRR3	LG, CH
Rampage: 1. 4/6.						
Marsh Goblins	SL	C	●●	QHo	BR	DK
Swampwalk. 1/1.						
Merieke Ri Berit	SL	R	●●●	HHu	BUW	IA
Merieke does not untap. T: Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.						
Misfortune	SOR	R	●●	RSp	GRB1	AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.						
Monsoon	EN	R	●●●●	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	●●	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nature's Blessing	EN	U	●●●	SEv	GW2	AI
WG: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.						
Nebuchadnezzar	SL	R	●●●●	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.						
Nicol Bolas	SL	R	●●●	EBe	BBUURR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
Palladia-Mors	SL	R	●●●	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Maliki	SL	U	●	ARu	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Phelddagrif	SC	R	●●●	AWe	GUW1	AI
W: Flying. Opponent gains two life. U: Return Phelddagrif to owner's hand. Opponent may draw a card. G: Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.						
Phyrexian Purge	SOR	R	●●●	RBl	BR2	MG
Pay 3 life per target: Destroy any number of target creatures.						
Princess Lucrezia	SL	U	●	SEv	BUU3	LG
T: Add U to your mana pool. 5/4.						
Prismatic Boon	INS	U	●●●	TGi	UWX	MG
X creatures gain protection from a single color until end of the turn.						
Purgatory	EN	R	●●●	MDr	BW2	MG
Whenever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 mana and 2 life to put any card under Purgatory into play.						
Radiant Essence	SC	U	●●	JLu	GW1	MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.						
Ragnar	SL	R	●●	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro	SL	U	●●●	PFo	BBU3	LG
First strike. 4/3.						
Ramses Overdark	SL	R	●●	RKF	BBUU2	LG
T: Destroy a target creature with an enchantment on it. 4/3.						
Rasputin Dreamweaver	SL	R	●●●	ARu	UW4	LG, CH
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (max. 7). 4/1.						
Reclamation	EN	R	●●●	DWi	GW2	IA
No black creature can attack unless its controller sacrifices land when that creature attacks.						
Reflect Damage	INS	R	●●●	RSp	RW3	MG
Redirect all damage dealt by any one source to that source's controller.						
Reparations	EN	R	●●●	DSh	UW1	MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.						
Riven Turnbull	SL	U	●●	RKF	BU5	LG
T: Add B to your mana pool (play as a mana source). 5/7.						
Rock Basilisk	SC	R	●●●	IMi	GR4	MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.						
Rohgahh of Kher Keep	SL	R	●	EBe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and Kobolds tap and enter opponent's control. 5/5.						
Rubinia Soulsinger	SL	R	●●●	RAl	UGW2	LG
T: Gain control of a creature. You lose control when Rubinia leaves your control or is untapped. You may leave Rubinia tapped. 2/3.						
Savage Twister	SOR	U	●●●●	BEg	GRX	MG
Savage Twister deals X damage to each creature.						
Sawback Manticore	SC	R	●●●	MMc	GR3	MG
4: Flying. 1: Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.						
Scarwood Goblins	SC	C	●	RSp	GR	DK
2/2.						
Sealed Fate	SOR	U	●●●	TNi	BUX	MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.						
Shauku's Minion	SC	U	●●	GSi	BR1	MG
BR,T: Shauku's Minion deals 2 damage to target white creature. 2/2.						
Sir Shandlar of Eberyn	SL	U	●●	ARu	GW4	LG
4/7.						
Sivitri Scarzam	SL	U	●	NTh	BU5	LG, CH
6/4.						
Skeleton Ship	SL	R	●●●	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa .						
Sol'kanar the Swamp King	SL	R	●●●●	RKF	BUR2	LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.						
Spatial Binding	EN	U	●	Dom	BU	MG
Pay 1 life: Target Cannot phase out until the start of your next upkeep.						
Spectral Shield	EC	U	●●●	MOK	UW1	IA
Target creature gains +0/+2 and cannot be the target of spells.						
Stangg	SL	R	●●●	MPo	GR4	LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.						
Storm Spirit	SL	R	●●●	PVe	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3.						
Stormbind	EN	R	●●●●	Multi	GR1	IA
2: Discard a card at random to do 2 damage to any target.						
Sunastian Falconer	SL	U	●●●	CRu	GR3	LG
T: Add 2 to your mana pool. 4/4.						
Surge of Strength	INS	U	●●	RTp	RG	AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.						
Tetsuo Umezawa	SL	R	●●●	JBa	BUR	LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
Tobias Andrion	SL	U	●	ARu	UW3	LG, CH
4/4.						
Tor Wauki	SL	U	●●●	RAF	BBR2	LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.						
Torsten Von Ursus	SL	U	●	MPo	GGW3	LG
5/5.						
Tuknir Deathlock	SL	R	●●●	LDa	GGRR	LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.						
Unfulfilled Desires	EN	R	●●●●	DAG	BU1	MG
1, Pay 1 life: Draw a card, then choose and discard a card.						
Ur-Drago	SL	R	●●	CRu	BBUU3	LG
First strike. Creatures with swampwalk may be blocked. 4/4.						
Vaevictis Asmadi	SL	R	●●●	ARu	BBRRGG2	LG, CH
Flying. B: +1/+0. R: +1/+0. G: +1/+0. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.						
Vitalizing Cascade	INS	U	●●●	RGu	GWX	MG
Gain X+3 life.						
Wandering Mage	SC	R	●●●	PVe	WUB	AI
W: Pay one life to prevent up to 2 damage to any creature. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.						
Warping Wurm	SC	R	●●●	SFi	UG2	MG
Phasing. During your upkeep, pay UG2 or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.						
Wellspring	EL	R	●●●	SVC	GW1	MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.						
Windreaper Falcon	SC	U	●	TRo	RG1	MG
Flying, protection from blue. 1/1.						

Urborg MindsuckerArt
Summon Mindsucker
, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery.
"My pet will pack the ripe fruit from your tortured brain as if it were hanging from a vine."
—Kaervek
Illus. Tony DiTerlizzi
2/2

URBORG MINDSUCKER

Casting of Bones
Enchant Creature
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.
"Only a necromancer would create such a foul form of divination."
—Gerda Augendatter, Archmage of the Unseen
Illus. Anson Maddocks

CASTING OF BONES

Urborg Mindsucker and Casting of Bones: How much luck would a Mindsucker suck if a Mindsucker could suck luck? Paired with Casting of Bones, this sucker becomes a hand-advantage time bomb. When you set it off, you'll get a net advantage of three cards (your opponent loses one, you get two). Use this as a supplement to a discard deck, and your opponent will really be out of luck.

* Restricted	1 Restricted in type 1 only	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land	SL Summon Legend
** Banned	2 Banned from type 11 only	CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source	SOR Sorcery
	ART Artifact	CU Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land	SC Summon Creature	

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Wings of Aesthir	EC	U	●●●	EBe	UW	IA
Give target creature flying, first strike, and +1/+0.						
Winter's Night	EW	R	●●	RAl	WRG	AI
When a SC land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap.						
Xira Arien	SL	R	●●●	MBe	BRG	LG, CH
Flying. GRB, T: Make target player draw a card. 1/2.						
Zebra Unicorn	SC	U	●●	MOK	GW2	MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.						

GREEN

Afiya Grove	EN	R	●●	SGr	G1	MG
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.						
Aisling Leprechaun	SC	C	●	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
An-Havva Constable	SC	U	●●	DFr	GG1	HL
* is the total number of green creatures in play. 2/1+*						
An-Havva Inn	SOR	U	●●●	BSn	GG1	HL
Gain 1+X life where X is the number of green creatures in play.						
Arboria	EW	U	●●	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.						
Argothian Pixies	SC	C	●●●	AWe	G1	AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	●●	AWe	GG3	AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.						
Armor of Thorns	EC	C	●●●	ARa	G1	MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.						
Aspect of Wolf	EC	R	●●●	JMe	G1	A,B,U,R,4th
Target gets +X/+X, where X is half the number of forests you control.						
Aurochs	SC	C	●●	KMe	G3	IA
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.						
Autumn Willow	SL	R	●●●●●	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.						
Avoid Fate	INT	C	●	PFo	G	LG
Counter target interrupt or EN targeting a permanent you control.						
Balduvian Bears	SC	C	●●●	QHo	G1	IA
2/2.						
Barbary Apes	SC	C	●●●	BWa	G1	LG
2/2.						
Barbed Foliage	EN	U	●●	MPo	GG2	MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.						
• **Berserk**	INS	U	●●●●●	DFr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.						
Birds of Paradise	SC	R	●●●●	MPo	G	A,B,U,R,4th
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Blizzard	EN	R	●	AMa	GG	IA
CU: 2. Flying creatures do not untap.						
Bounty of the Hunt	INS	U	●	JMe	GG3	AI
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters on any number of target creatures. Remove counters at end of turn.						
Brown Ouphe	SC	C	●●	DGe	G	IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
Brushwagg	SC	R	●●●	IMi	GG1	MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2.						
Camouflage	INS	U	●●	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Canopy Dragon	SC	R	●●●	ARa	GG4	MG
Trample. G1: Flying and loses trample until end of turn. 4/4.						
Carapace	EC	C	●●	AMa	G	HL
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.						
Carnivorous Plant	SC	C	●●	QHo	G3	DK,4th
Counts as a wall. 4/5.						
Cat Warriors	SC	C	●●●	MBe	GG1	LG, CH
Forestwalk. 2/2.						
• **Channel**	SOR	U	●●●●	RTh	GG	A,B,U,R,4th
Add 1 colorless mana to your pool for each life point you sacrifice.						
Chub Toad	SC	C	●●	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						
Citanul Druid	SC	U	●●	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice	SC	R	●●●	DFr	GG3	A,B,U,R,4th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.						
Cocoon	EC	U	●●	MTe	G	LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.						
Concordant Crossroads	EW	R	●●	AWe	G	LG, CH
All creatures are unaffected by summoning sickness.						
Crash of Rhinos	SC	C	●●●	SWh	GG6	MG
Trample. 8/4.						
Craw Giant	SC	U	●●●	CRu	GGGG3	LG, CH
Trample. Rampage: 2. 6/4.						
Craw Wurm	SC	C	●●	DGe	GG4	A,B,U,R,4th
6/4.						
Crumble	INS	C	●●●	JMy	G	AQ,R,4th
Bury target artifact. Controller gains life equal to the casting cost.						
Cycle of Life	EN	R	●●	Ch	GG1	MG
Return Cycle of Life to owner's hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.						
Cyclone	EN	R	●●	MTe	GG2	AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.						
Daughter of Autumn	SC	R	●●	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter. 2/4.						
Deadfall	EN	U	●	NTh	G2	LG
Creatures with forestwalk may be blocked.						
Deadly Insects	SC	U	●●●	SKi	G4	AI
Cannot be the target of spells or effects. 6/1.						
Decomposition	EC	U	●●	DTu	G1	MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.						
Desert Twister	SOR	U	●●●	SVC	GG4	AN,R,4th
Destroy target permanent.						
Dire Wolves	SC	C	●●●	RSp	G2	IA
Gains banding if you control any plains. 2/2.						
Drop of Honey	EN	R	●●●	AMa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Durkwood Boars	SC	C	●●	MKi	G4	LG,4th
4/4.						
Early Harvest	INS	R	●●	JJo	GG1	MG
Target player untaps all basic lands he or she controls.						
Earthlore	EL	C	●●	DTu	G	IA
0: Tap land to give a blocking creature +1/+2 until end of turn.						
Elder Druid	SC	R	●●●	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
Elven Fortress	EN	C	●●	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn.						
Elven Riders	SC	U	●●	MBe	GG3	LG,4th
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	●●●	JMy	G	DK
T: Add B to mana pool and lose 1 life. 1/1.						
Elvish Archers	SC	R	●●●	AMa	G1	A,B,U,R,4th
First strike. Misprint: Alpha listed power/toughness as 1/2. 2/1.						
Elvish Bard	SC	U	●●●	SVC	GG3	AI
All creatures able to block Bard must do so. 2/4.						
Elvish Farmer	SC	R	●●●	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	●●●	Multi	G1	FE
G1, T: Target creature does not untap as normal. 1/1.						
Elvish Ranger	SC	C	●●●	TNi	G2	AI
4/1.						
Elvish Scout	SC	C	●●	Multi	G	FE
G, T: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Elvish Spirit Guide	SC	U	●●●●	JBa	G2	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. 2/2.						
Emerald Dragonfly	SC	C	●●	QHo	G1	LG, CH
Flying. GG: First strike until end of turn. 1/1.						
Erhnam Djinn	SC	U	●●●●●	KMe	G3	AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Essence Filter	SOR	C	●●●●	REm	GG1	IA
Destroy all enchantments or destroy all enchantments that aren't white.						
Eureka	SOR	R	●●	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.						
Faerie Noble	SC	R	●●●	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.						
Fallow Earth	SOR	U	●●●	JJo	G2	MG
Put target land on top of owner's library.						
Fanatical Fever	INS	U	●●●	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
• **Fastbond**	EN	R	●●●	MPo	G	A,B,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	●●	RAl	GGG3	FE
Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3.						
Femeref Archers	SC	U	●●●	WDo	G2	MG
T: Do 4 damage to target attacking creature with flying. 2/2.						
Fire Sprites	SC	C	●●	JBa	G1	LG
Flying. G, T: Add R to your mana pool. 1/1.						
Floral Spuzzem	SC	U	●●	RAl	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	●●	Multi	G	A,B,U,R,4th,MG
Creatures do not damage one another in combat. Artists: JMy, HMc						
Folk of An-Havva	SC	C	●●	JBa	G	HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.						
Folk of the Pines	SC	C	●●	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu.						
Foratog	SC	U	●●●	MPo	G2	MG
G, Sacrifice a forest: +2/+2 until end of turn. 1/2.						

When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer.
Φ, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature.
0/1

Concordant Crossroads
Creatures may attack or use abilities that include the ✓ symbol during the turn they are brought into play.

OVINOMANCER CONCORDANT CROSSROADS FASTBOND

Ovinomancer, Concordant Crossroads and Fastbond: The Ovinomancer is one of the silliest wizards around, but if something works, don't knock it. This combo lets you turn all of your opponent's critters into sheep for a bit under three life a pop. Use the Ovinomancer, returning three lands and itself to your hand. Then place those three lands down (take three damage from Fastbond), re-cast the wizard and do it again.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Forbidden Lore	EL	R	●●●	CRu	G2	IA
0: Tap land to give target creature +2/+1 until end of turn.						
Force of Nature	SC	R	●●●●	DSh	GGGG2	A,B,U,R,4th
Trample. Pay GGGG during upkeep or Force does 8 damage to you. 8/8.						
Forgotten Lore	SOR	U	●●●	HMc	G	IA
Opponent chooses a card in your graveyard. You may pay G to have opponent choose a different card. Take the last card chosen.						
Foxfire	INS	C	●	MOK	G2	IA
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						
Freyalise Supplicant	SC	U	●●	Multi	G1	IA
T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.Artists: LDa & DSh.						
Freyalise's Charm	EN	U	●●	MOK	GG	IA
GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.						
Freyalise's Winds	EN	R	●	MTe	GG2	IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.						
Fungal Bloom	EN	R	●●●	DGe	GG	FE
GG: Put a spore counter on target Fungus.						
Fungusaur	SC	R	●●●	DGe	G3	A,B,U,R,4th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Fyndhorn Brownie	SC	C	●●	RTh	G2	.IA
G2, T: Untap a creature. 1/1.						
Fyndhorn Druid	SC	C	●●	RAl	G2	AI
If Druid is put into graveyeard after it blocks, gain four life. 2/2.						
Fyndhorn Elder	SC	U	●●●	CRu	G2	IA
T: Add GG to your mana pool. 1/1.						
Fyndhorn Elves	SC	C	●●●●	JHa	G	IA
T: Add G to your mana pool. 1/1.						
Fyndhorn Pollen	EN	R	●●	PFo	G2	IA
CU: 1. All creatures get -1/-0. G1: Creatures get -1/-1 'til end of turn.						
Gaea's Avenger	SC	R	●●	PVe	GG1	AQ
*=number of artifacts opponent has in play. *+1/*+1.						
Gaea's Liege	SC	R	●●●	DWi	GGG3	A,B,U,R,4th
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. */*.						
Gaea's Touch	EN	C	●●●	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool .						
Gargantuan Gorilla	SC	R	●●●	GSi	GGG4	AI
During your upkeep, sacrifice a forest, or bury Gorilla and take seven damage. If you sacrifice a SC forest, Gorilla gains trample until end of turn. T: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.						
Ghazban Ogre	SC	C	●●	JMy	G	AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Giant Badger	SC	R	●●●	LDa	GG1	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Growth	INS	C	●●●●	SEv	G	A,B,U,R,4TH,IA
Target creature gets +3/+3 until end of turn.						
Giant Mantis	SC	C	●●●	RGa	G3	MG
Giant Mantis can block creatures with flying. 2/4.						
Giant Spider	SC	C	●●●	SEv	G3	A,B,U,R,4th
Giant Spider can block creatures with flying. 2/4.						
Giant Turtle	SC	C	●	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Gibbering Hyenas	SC	C	●●	UFr	G2	MG
Gibbering Hyenas cannot block black creatures. 3/2.						
Gift of the Woods	EC	C	●●●	SVC	G	AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain one life.						
Glyph of Reincarnation	INS	C	●	SVC	G	LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Berserkers	SC	C	●●●	JMa	GG3	AI
Trample, rampage: 2. Cannot be blocked by 1 or 2 creatures. 2/3.						
Gorilla Chieftain	SC	C	●●●	QHo	GG2	AI
1G: Regenerate. Two versions. 3/3.						
Gorilla Pack	SC	C	●	AWa	G2	IA
Foresthome. 3/3.						
Granger Guildmage	SC	C	●●●	DFr	G	MG
W,T; Target creature gains first strike. R,T: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.						
Grizzly Bears	SC	C	●●●	JMe	G1	A,B,U,R,4th
2/2.						
Hail Storm	INS	U	●●	JMe	GG1	AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.						
Hall of Gemstone	EW	R	●●●●	DCh	GG1	MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land produces mana of the chosen color instead of its normal color.						
Hidden Path	EN	R	●●●	RAl	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	●	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	●●	NLe	G1	IA
0: Tap land Hot Springs enchants to prevent 1 damage to any target.						
Hungry Mist	SC	C	●●●	HHu	GG2	HL
During your upkeep, pay GG or bury Hungry Mist. Two versions. 6/2.						
Hurricane	SOR	U	●●●●	DWi	GX	A,B,U,R,4TH,IA
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	●●●	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	●	MBe	GG1	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.						
Ifh-Biff Efreet	SC	R	●●●●	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	●●	DWi	G	A,B,U,R,4th
You may untap creature one extra time during your turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	●●	JMy	G4	A,B,U,R,4th
3/5.						
Johtull Wurm	SC	U	●●●	DGe	G5	IA
Johtull Wurm gets -2/-1 for each extra creature blocking it. 6/6.						
Jolrael's Centaur	SC	C	●●●●	JTo	GG1	MG
Flanking. Cannot be the target of spells or effects. 2/2.						
Joven's Ferrets	SC	C	●●●	AWe	G	HL
If attack they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.						
Jungle Patrol	SC	R	●●●	MPo	G3	MG
1G,T: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token: Add R to your mana pool. 3/2.						
Jungle Wurm	SC	C	●●●	TKy	GG3	MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.						
Juniper Order Druid	SC	C	●●●	JMe	G2	IA
T: Untap a land of your choice. 1/1.						
Karoo Meerkat	SC	U	●●●	JJo	G1	MG
Protection from blue. 2/1.						
Kaysa	SL	R	●●●	RGu	GG3	AI
All green creatures you control get +1/+1. 2/3.						
Killer Bees	SC	U	●●●	PFo	GG1	LG,4th
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Kudzu	EL	R	●	MPo	GG1	A,B,U,R
When target land is tapped, it's destroyed.The player who just lost a land to Kudzu must place it on any other land in play.						
Land Leeches	SC	C	●●	QHo	GG1	DK,4th
First strike. 2/2.						
Leaping Lizard	SC	C	●●	AWe	GG1	HL
1G: Flying and -0/-1 until the end of turn. 2/3						
Ley Druid	SC	U	●●●	SEv	G2	A,B,U,R,4th
T: Untap a land of your choice. 1/1.						
Lhurgoyf	SC	R	●●●●	PVe	GG2	IA
* equals the total number of creatures in all graveyards. */*+1.						
Lifeforce	EN	U	●●●	DWi	GG	A,B,U,R,4th
GG: Counter a black spell as it is being cast .						
Lifelace	INT	R	●●	AWe	G	A,B,U,R,4th
Changes the color of one card in play to green.						
Living Artifact	EA	R	●●●	AMa	G	A,B,U,R,4th
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	●●●	JMy	G3	A,B,U,R,4th
Treat all forests in play as 1/1 creatures that can be tapped for G.						
Living Plane	EW	R	●●●	BWa	GG	LG
All lands are are now also 1/1 creatures.						
Llanowar Elves	SC	C	●●●●	AMa	G	A,B,U,R,4th
T: Add G to your mana pool. 1/1.						
Locust Swarm	SC	U	●●●	WDo	G3	MG
Flying. G: Regenerate. G: Untap Locust Swarm. Use this ability only once each turn. 1/1.						
Lure	EC	U	●●●	AMa	GG1	A,B,U,R,4TH,IA
All creatures that can block target creature must do so.						
Lure of Prey	INS	R	●●●	ARo	GG2	MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.						
Lurker	SC	R	●●●	AMa	G2	DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.						
Maddening Wind	EC	U	●●	DWi	G2	IA
CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.						
Mammoth Harness	EC	R	●	MBe	G3	HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.						
Maro	SC	R	●●●	SGr	GG2	MG
* is equal to the number of cards in your hand. */*.						
Marsh Viper	SC	C	●●	RSp	G3	DK,4th
Opponent takes 2 poison counters when damaged by Viper. 1/2.						
Master of the Hunt	SC	R	●●●	JMe	GG2	LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						
Metamorphosis	SOR	C	●	CRu	G	AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.						
Mindbender Spores	SC	R	●●	IMi	G2	MG
Flying. Whenever Spores blocks a creature, put 4 counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.						
Moss Monster	SC	C	●●	JMy	GG2	LG
3/6.						
Mtenda Lion	SC	C	●●●	SGr	G	MG
If Mtenda Lion attacks, defending player may pay U to have it deal no combat damage this turn. 2/1.						
Nafs Asp	SC	C	●●	CRu	G	AN,4th
If Nafs Asp damages opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Natural Balance	SOR	R	●●●●	JMI	GG2	MG
Each player with 6 or more lands sacrifices enough lands to reduce his total to five. Each player with 4 or fewer lands may search his library for enough basic land to bring his total to five and put them into play.						
Natural Selection	INS	R	●	MPo	G	A,B,U
Look at top 3 cards of any library. You may then shuffle that library.						
Nature's Chosen	EC	U	●●●	RGu	G	AI
Play on one of your creatures. 0: Untap creature. Use only during your turn and only once per turn. 0: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.						
Nature's Lore	SOR	U	●●●	REm	G1	IA
Search your library for one forest and put it in play.						
Nature's Wrath	EN	R	●●●●	LDa	GG4	AI
During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.						
Nettletooth Djinn	SC	U	●●●	JJo	G3	MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.						
Niall Silvain	SC	R	●●	CRu	GGG	DK
GGGG, T: Regenerate target creature. 2/2.						
Night Soil	EN	C	●●●	Multi	GG	FE
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, in play.						

Necrosavant
Summon Necrosavant
1 ●●, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard.
"Ah, I remember my first death."
—Zurkin, necrosavant
Illus. Jeha Cauldhart
3/5

Carrion
Instant
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these tokens as 0/1 black creatures.
King or herder, the maggots care not.
Illus. Geof Darrow

NECROSAVANT CARRION

Necrosavant and Carrion: The Necrosavant is tough to kill, but if it meets a Fireball up close and personal, or has an unfortunate accident with a pissed-off Scryb Sprite, try sacrificing it to Carrion before it leaves for a vacation at Club Dead. Then use one of the resulting Maggot tokens to bring the 'Savant back into play. After all, good monsters never die, they just fester.

Key

- ● Restricted
- ○ Banned

1 Restricted in type I only
2 Restricted in type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Pale Bears	SC	R	●●●	AWa	G2	IA
Islandwalk. 2/2.						
People of the Woods	SC	U	●●	DTu	GG	DK
=number of forests you control. 1/.						
Pixie Queen	SC	R	●●	QHo	GG2	LG
GGG, T: Give target creature flying until end of turn. 1/1.						
Powerleech	EN	U	●●●	CRu	GG	AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.						
Pradesh Gypsies	SC	C	●●	QHo	G2	LG,4th
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Preferred Selection	EN	R	●●●	KWa	GG2	MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2GG to draw the card.						
Primal Order	EN	R	●●●●	RAl	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.						
Pygmy Allosaurus	SC	R	●●●	AMa	G2	IA
Swampwalk. 2/2.						
Pyknite	SC	C	●●	EBe	G2	IA
Draw a card at start of the turn after Pyknite comes into play. 1/1.						

Vampirism
Enchant Creature
Draw a card at the beginning of the upkeep of the turn after Vampirism comes into play.
Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.
Gary Leach

VAMPIRISM BAD MOON

Vampirism and Bad Moon: Vampirism can make a Leviathan out of your favorite creature really quickly, especially if you can get a horde of quick creatures out—token creature generation is especially helpful. The only problem is that small, quick creatures can't usually survive having their necks gnawed on, so keep your minions alive (impotent, but still alive) with Bad Moon.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Quirion Elves	SC	C	●●●●	RGa	G1	MG
When you play Quirion Elves, choose a color. T: Add one mana of the chosen color to your mana pool. T: Add G to your mana pool. 1/1.						
Rabid Wombat	SC	U	●●●	KFo	GG2	LG, CH
+2/+2 for each enchantment on it. Does't tap when attacking. 0/1.						
Radjan Spirit	SC	U	●●●	CRu	G3	LG,4th
T: Target creature loses flying ability until turn ends. 3/2.						
Rampant Growth	SOR	C	●●●	PMo	G1	MG
Search your library for a basic land card and put it into play, tapped.						
• **Rebirth**	SOR	R	●●	MTe	GGG3	LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.						
Regeneration	EC	C	●●	Multi	G1	A,B,U,R,4TH,IA,MG
G: Target creature regenerates. Artists: QHo, CGi (Mirage).						
• **Regrowth**	SOR	U	●●●●●	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	●●●	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.						
Renewal	SOR	C	●	KFo	G2	HL
Sacrifice a land to search your libarary and put a basic land into play. Draw a card at beginning of the next turn's upkeep.						
Revelation	EW	R	●●	KFo	G	LG, CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	●●	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	●●	JHa	GG4	IA
CU: 2. All mana-producing lands now produce colorless mana.						
Roots	EC	U	●●	NLe	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.						
Roots of Life	EN	U	●●●	TRo	GG1	MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.						
Root Spider	SC	U	●	MKi	G3	HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.						
Rust	INT	C	●	LDa	G	LG
Counter target artifact effect that requires an activation cost.						
Rysorian Badger	SC	R	●●	HHu	G2	HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.						
Sabertooth Cobra	SC	C	●●	ARo	G2	MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.						
Sandstorm	INS	C	●●	Multi	G	AN,4th,MG
Do one damage to all attacking creatures. Artists: BSn, MKi (Mirage).						
Savaen Elves	SC	C	●	RSp	G	DK
GG, T: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	C	●●	DGe	G7	IA
7/6.						
Scarwood Bandits	SC	R	●●●	MPo	GG2	DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying two. You lose control of artifact if Bandits leave play. 2/2.						
Scarwood Hag	SC	U	●●●	AMa	G1	DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	●●●	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Scryb Sprites	SC	C	●●	AWe	G	A,B,U,R,4th
Flying. 1/1.						
Seedling Charm	INS	C	●●●	SGr	G	MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.						
Seeds of Innocence	SOR	R	●●●	JTo	GG1	MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.						
Serene Heart	INS	C	●●	DAG	G1	MG
Destroy all local enchantments.						
Shambling Strider	SC	C	●●●	DSh	GG4	IA
GR: +1/-1 until end of turn. 5/5.						
Shanodin Dryads	SC	C	●●	AMa	G	A,B,U,R,4th
Forestwalk. 1/1.						
Shelkin Brownie	SC	C	●	DSh	G1	LG
T: Remove banding ability from target creature until end of turn. 1/1.						
Shrink	INS	C	●●	LDa	G	HL
Target creature gets -5/-0 until the end of turn. Two versions.						
Singing Tree	SC	R	●●●	RAl	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Snowblind	EC	R	●	DSh	G3	IA
Target creature gets -*/-*. * is the number of SC lands the defender controls when creature attacks. Otherwise, * equals number of SC lands creature's controller owns.						
Spectral Bears	SC	U	●●●	PMo	G1	HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.						
Spitting Slug	SC	U	●●	AMa	GG1	DK
G1: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.						
Splintering Wind	EN	C	●●●	RSp	GG2	AI
2G: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.						
Spore Cloud	INS	C	●●●	Multi	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.						
Spore Flower	SC	U	●●	MOK	GG	FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.						
Stalking Tiger	SC	C	●●	TNi	G3	MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.						
Stampede	INS	R	●●●	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
Storm Seeker	INS	U	●●●●	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he has in hand.						
Stream of Life	SOR	C	●●●	MPo	GX	A,B,U,R,4th
Target player gains X life.						
Stunted Growth	SOR	R	●●●	Nth	GG3	IA
Target player must put three cards from his hand on top of his library.						
Subdue	INS	C	●●	BSn	G	LG
Target deals 0 damage. It gets +0/+X, where X is its casting cost.						
Superior Numbers	SOR	U	●●	GDa	GG	MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.						
Sylvan Library	EN	R	●●●●	HMc	G1	LG,4th
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	●	RAF	G	LG
Change the color of one or more creatures to green until end of turn.						
Tarpan	SC	C	●●	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
Taste of Paradise	SOR	C	●●●	LSn	G3	AI
Gain 3 life. Gain 3 life for each G1 you pay over the casting cost.						
Thallid	SC	C	●●●	Multi	G	FE
Put a counter on Thallid during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.						
Thallid Devourer	SC	U	●●	RSp	GG1	FE
Put a counter on Thallid Devourer during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.						
Thelonite Druid	SC	U	●●●	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	●●●	BWa	GG2	FE
T: Sacrifice a green creature to turn a land into a basic forest. 1/2.						
Thelon's Chant	EN	U	●●	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	●●	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, to untap one and only one creature.						
Thermokarst	SOR	U	●●●	KMe	GG1	IA
Destroy target land. You gain one life if that land is snow-covered.						
Thicket Basilisk	SC	U	●●●	DFr	GG3	A,B,U,R,4th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	●●●	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 2/2.						
Thoughtleech	EN	U	●●●	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	●●	MBe	G	A,B,U,R,4th
Bands. 1/1.						
Tinder Wall	SC	C	●●●●	REm	G	IA
Sacrifice: Add RR. R, Sacrifice: Do 2 damage to creature it blocks. 0/3.						
Titania's Song	EN	U	●●●	KKa	G3	AQ,R,4th
Every non-creature artifact loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Artifacts revert to normal just before the next turn's untap phase.						
Tornado	EN	R	●	SVC	G4	AI
CU: G. G2: Pay three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.						
Touch of Vitae	INS	U	●●	LWi	G2	IA
Target is unaffected by summoning sickness and may untap an extra time. Draw a card at the beginning of the next turn's upkeep.						
Tracker	SC	R	●●●	JMe	GG1	DK
GG, T: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	●●●	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquil Domain	INS	C	●●●●	DAG	G1	MG
Destroy all global enchantments.						
Tranquility	SOR	C	●●●●	DSh	G2	A,B,U,R,4th
Destroy all enchantments in play.						
Tropical Storm	SOR	U		RKF	GX	MG
Do X damage to all flying creatures and 1 damage to all blue creatures.						
Tsunami	SOR	U	●●●	RTh	G3	A,B,U,R,4th
Destroy all islands in play.						
Typhoon	SOR	R	●●	AMa	G2	LG
Do 1 damage to opponent for each island he controls.						
Uktabi Faerie	SC	C	●●●	JTo	G1	MG
Flying. 3G, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.						
Uktabi Wildcats	SC	R	●●●	JMa	G4	MG
* is number of forests you have. G, Sacrifice forest: Regenerate. */*.						
Undergrowth	INS	C	●●	PMo	G	AI
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures.						
Unseen Walker	SC	U		ARa	G1	MG
Forestwalk. GG1: Target creature gains forestwalk 'til end of turn. 1/1.						
Untamed Wilds	SOR	U	●●●	NTh	G2	LG,4th
Search your library for one basic land and put it in play.						
Unyaro Bee Sting	SOR	U	●●	PMo	G3	MG
Unyaro Bee Sting deals 2 damage to target creature or player.						

Venom EC C ●●● TWä GG1 DK,4th
All non-wall creatures in combat with target are destroyed after combat.
Venomous Breath INS U ●●● LWi G3 IA
All creatures in combat with target are destroyed after combat.
Verduran Enchantress SC R ●● KBr GG1 A,B,U,R,4th
Draw a card each time you cast an enchantment. 0/2.
Village Elder SC C ●● DGi G MG
G,T: Sacrifice a forest: Regenerate target creature. 1/1.
Waiting in the Weeds SOR R ●●● SVC GG1 MG
Each player puts a Cat token into play under his control for each untapped forest he controls. Treat these as 1/1 green creatures.
Wall of Brambles SC U ●● AMa G2 A,B,U,R,4th
G: Regenerates. 2/3.
Wall of Ice SC U ●● RTh G2 A,B,U,R,4th
0/7.
Wall of Pine Needles SC U ●● BSn G3 IA
G: Regenerate. 3/3.
Wall of Roots SC C ●●● JMa G1 MG
Put a -0/-1 counter on Wall of Roots: Add G to your mana pool. Use this ability only once each turn.0/5.
Wall of Wood SC C ● MTe G A,B,U,R,4th
0/3.
Wanderlust EC U ●● CBr G2 A,B,U,R,4th
Do 1 damage to controller of target creature during upkeep.
War Mammoth SC C ●●● JMe G3 A,B,U,R,4th
Trample. 3/3.
Web EC R ●●● RAl G A,B,U,R,4th
Target creature gains +0/+2 and may block flying creatures.
Whippoorwill SC U ●●● DSh G DK
GG, T: Target may not regenerate or be to target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.
Whirling Dervish SC U ●●● SVC GG LG,4th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.
Whip Vine SC C ●● LWi G2 AI
Can block flying creatures. You may choose not to untap Vine during untap phase. T: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.
Whiteout INS U ●●● Nth G1 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.
Wiitigo SC R ●● MBe GGG3 IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.
Wild Elephant SC C ●●● JTo G3 MG
Trample. 3/3.
Wild Growth EL C ●● MRa G A,B,U,R,4th,IA
Target land provides an extra G when tapped for mana.
Willow Faerie SC C ●● SVC G1 HL
Flying. 1/2.
Willow Priestess SC R ●●● SVC GG2 HL
T: Take Faerie from your hand and put it directly into play. G2: Target green creature gains protection from black until the end of turn. 2/2.
Willow Satyr SC R ●● JMe GG2 LG
T: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.
Winter Blast SOR U ●●● KFo GX LG,4th
Tap X target creatures. Do 2 damage to each target flying creature .
Wolverine Pack SC C ●● JMe GG2 LG
Rampage: 2. 2/4.
Wood Elemental SC R ● BSn G3 LG
Sacrifice * untapped forests when casting Wood Elemental. */*.
Woolly Mammoths SC C ●● DFr GG1 IA
Gains trample if you control any snow-covered lands. 3/2.
Woolly Spider SC C ●●● DGe GG1 IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.
Worldly Tutor INS U ●●● DOC G MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.
Wormwood Treefolk SC R ●●● JMy GG3 DK
BB: Forestwalk until end of turn and you take 2 damage GG: Swampwalk until end of turn and you take two damage. 4/4.
Wyluli Wolf SC C ●● SVC G1 AN
T: Give a creature +1/+1 until end of turn. 1/1.

During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.
"By the tongues of a thousand serpents, this time I do not lie."
Ahmahz ti Kin, Suq'Ata diplomat

*: Destroys all creatures, enchantments, and artifacts in play. Disk begins tapped but can be untapped as usual. Disk destroys itself when used.

PEACE TALKS NEVINYRRAL'S DISK

Peace Talks and Nevinyrral's Disk: Nevinyrral's Disk is a great way to clear the table. Naturally, your opponent will throw everything he has at the Disk to destroy it, so you have to protect it until it untaps. Lull your opponent into a false sense of security with Peace Talks and then get ready for ground zero, because there's almost nothing stopping you from dropping the bomb next turn.

Yavimaya Ancients SC C ●● QHo GG3 AI
G: +1/-2 until end of turn. Two versions. 2/7.
Yavimaya Ants SC U ●●●● PMo GG2 AI
Trample. CU: GG. Unaffected by Summoning Sickness. 5/1.
Yavimaya Gnats SC U ●●● DFr G2 IA
Flying. G: Regenerate. 0/1.

RED

Active Volcano INS C ● BSn R LG, CH
Destroy a blue permanent or return an island to owner's hand.
Ærathi Berserker SC U ●● MBe RRR2 LG
Rampage: 3. 2/4.
Agent of Stromgald SC C ●● ARa R AI
R: Add B to your mana pool. 1/1.
Agility EC C ●●● DTu R1 MG
Enchanted creature gets +1/+1 and gains flanking.
Aggression EC U ●●● REm R2 IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.
Aladdin SC R ●●● JBa RR2 AN, CH
RR1: Steal an artifact. 1/1.
Aleatory INS U ●● KWa R1 MG
Flip a coin; If the flip ends up in your favor, target gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.
Ali Baba SC U ●● JBa R AN,4th
R: Tap a wall. 1/1.
Aliban's Tower INS C ●● JMe R1 HL
Target defending creature gains +3/+1 till end of turn. Two versions.
Ali from Cairo SC R ●●●●● MPo RR2 AN
You cannot be reduced below one life due to damage. 0/1.
Ambush INS C ●● ARa R3 HL
All blocking creatures get first strike.
Ambush Party SC C ●● PoR R4 HL
First strike. May attack the turn it comes into play on your side. 3/1.
An-Zerrin Ruins EN R ●● DDe RR2 HL
A creature type of your choice does not untap during untap phase.
Anaba Ancestor SC R ●● AMa R1 HL
T: Target Minotaur gets +1/+1 till end of turn.
Anaba Bodyguard SC C ●● AMa R3 HL
First strike. 2/3.
Anaba Shaman SC C ●●● AMa R3 HL
R, T: Do 1 damage to target creature or player. 2/2.
Anaba Spirit Crafter SC R ●● AMa RR2 HL
All minotaurs are +2/+0. 1/3.
Anarchy SOR U ●●●● PFo RR2 IA
Destroy all white permanents.
Armorer Guildmage SC C ●● MMc R MG
B,T: Target creature gets +1/+0. G,T: Target gets +0/+1. 1/1.
Artifact Blast INT C ● MPo R AQ
Counter any artifact as it is being cast.
Atog SC C ●●● JMy R1 AQ,R
O: +2/+2; sacrifice one of your artifacts in play. 1/2.
Avalanche SOR U ● BSn RR2X IA
Destroy X snow-covered lands.
Backdraft INS U ●● BSn R1 LG
Do half the damage (round down) done by one sorcery to its caster.
Balduvian Barbarians SC C ●● MPo RR1 IA
3/2.
Balduvian Horde SC R ●●●● BSn RR2 AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.
Balduvian Hydra SC R ●● MBe RRX IA
Put X +1/+0 counters on Hydra when it comes into play. O: Remove a +1/+0 counter to prevent 1 damage to Hydra. RRR: Put a +1/+0 counter on Hydra during your upkeep. 0/1.
Balduvian War-Makers SC C ●● MKi R4 AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.
Ball Lightning SC R ●●● QHo RRR DK,4th
Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.
Barbarian Guides SC C ●● RTh R2 IA
R2, T: Give target creature a SC landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.
Barreling Attack INS R ●●● IMi RR2 MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.
Battle Frenzy INS C ●●● BSn R2 IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.
Beasts of Bogardan SC U ●●● DGe R4 LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3
Bestial Fury EC C ●●● MRa R2 AI
Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn.
Bird Maiden SC C ●● KFo R2 AN,4th
Flying. 1/2.
Blazing Effigy SC C ●● SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.
Blind Fury INS U ●● JCo RR2 MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.
Blistering Barrier SC C ●● DHo R2 MG
Counts as a wall. 5/2.
Blood Lust INS C ●●● AMa R1 LG,4th
Target creature gets +4/-4. Its toughness does not go below 1.
Blood Moon EN R ●●●● TWä R2 DK, CH
Treat all non-basic lands as basic mountains.
Bone Shaman SC C ●● AMa RR2 IA
B: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.
Brand of Ill Omen EC R ●● RAl R3 IA
CU: R. Target creature's controller may not cast summon spells.
Brassclaw Orcs SC C ●● Multi R2 FE
Cannot be assigned to block creatures of power greater than 1. 3/2.
Brothers of Fire SC C ●● MTe RR1 DK,4th
RR1: Do one damage to any target and one damage to you. 2/2.
Brute, The EC C ●● MPo R1 LG,4th
Target creature gains +1/+0. RRR: Regenerates.
Builder's Bane SOR C ●●● CGi RXX MG
Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.
Burnout INT U ●●● MRa R1 AI
Counter target blue spell. Draw a card at start of next turn's upkeep.
Burning Palm Efreet SC U ●● DPo RR2 MG
RR1: Do 2 damage to a flying creature; it loses flying for this turn. 2/2
Burning Shield Askari SC C ●●●● DFr R2 MG
Flanking. RR: First strike until end of turn. 2/2.
Burrowing EC C ●● MPo R A,B,U,R,4th
Target creature gains mountainwalk.
Cave People SC U ●● DTu RR1 DK,4th
People get +1/-2 until end of turn when they are attacking. RR1, T: Give target creature mountainwalk until end of turn. 1/4.
Caverns of Despair EN R ●● HMc RR2 LG
No player may attack or block with more than two creatures each turn.
Chain Lightning SOR C ●●●● SEv R LG
Do 3 damage to any target. The target or target's controller may pay RR for Chain Lightning to do 3 damage to a target of his choosing.
Chandler SL C ●● DSh R4 HL
RRR, T: Destroy target artifact creature. 3/3.
Chaos Charm INS C ●●● SLu R MG
Target creature is unaffected by summoning sickness this turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall.
Chaos Harlequin SC R ●● ARa RR2 AI
R: Remove top card of your library from game. If its a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.
Chaoslace INT R ● DWi R A,B,U,R,4th
Changes the color of a card being played or in play to red.
Chaos Lord SC R ●● BSn RRR4 IA
First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.

● Restricted
▪ Banned
1 Restricted in type 1 only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Chaos Moon	EN	R	••	DTu	R3	IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional R. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Chaosphere	EW	R	•••	SLu	R2	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.						
Cinder Cloud	INS	U	•••	Joc	RR3	MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.						
Conquer	EL	U	•••	RGa	RR3	IA
Take control of target land.						
Consuming Ferocity	EC	U	••	SKi	R1	MG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.						
Crevasse	EN	U	•	RAl	R2	LG
Creatures with mountainwalk may be blocked.						
Crimson Hellkite	SC	R	•••	GGr	RRR6	MG
Flying. X,T: Do X damage to target creature. Spend R only. 6/6.						
Crimson Kobolds	SC	C	•	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticore	SC	R	••	DGe	RR2	LG,4th
Flying. R, T: Do 1 damage to an attacking or blocking creature. 2/2.						
Crimson Roc	SC	U	••	IMi	R4	MG
Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.						
Crookshank Kobolds	SC	C	•	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
Curse of Marit Lage	EN	R	•••	AWe	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Death Spark	INS	U	••	MTe	R	AI
Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 1 to pick up Spark.						
Desert Nomads	SC	C	••	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						
Detonate	SOR	U	•••	RAF	RX	AQ,4th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.						
Disharmony	INS	R	••	BWa	R2	LG
Untap target attacking creature and gain control of it until end of turn.						
Disintegrate	SOR	C	••••	AMa	RX	A,B,U,R,4th
Do X damage to target. If target dies this turn, remove it from game.						
Dragon Whelp	SC	U	•••	AWe	RR2	A,B,U,R,4th
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						
Dwarven Armorer	SC	R	••	BWa	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Armory	EN	R	•••	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	••	JMe	RX	FE
Do X damage, divided evenly among all of opponent's creatures.						
Dwarven Demolition Team	SC	U	••	KBr	R2	A,B,U
T: Destroy a wall. 1/1.						
Dwarven Lieutenant	SC	U	••	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Miner	SC	U	•••	Joc	R1	MG
2R,T: Destroy target nonbasic land. 1/2.						
Dwarven Nomad	SC	C	•••	MKi	R2	MG
T: Target creature with power 2 or less is unblockable this turn. 1/1.						
Dwarven Pony	SC	R	•	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.						
Dwarven Sea Clan	SC	U	••	AWe	R2	HL
T: At the end of combat, Do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands.						
Dwarven Soldier	SC	C	••	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAl, RAF, OSH. 2/1.						
Dwarven Song	INS	U	•	DFr	R	LG
Change color of any number of target creatures to red until end of turn.						
Dwarven Trader	SC	C	•	MOK	R	HL
1/1.						
Dwarven Warriors	SC	C	•••	DSh	R2	A,B,U,R,4th
T: A creature of power no greater than 2 becomes unblockable. 1/1.						
Dwarven Weaponsmith	SC	U	••	MPo	R1	AQ,R
T, Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.						
Earthbind	EC	C	••	QHo	R	A,B,U,R
Do 2 damage to and remove flying ability from target flying creature.						
Earth Elemental	SC	U	••	DFr	RR3	A,B,U,R,4th
4/5.						
Earthquake	SOR	R	••••	DFr	RX	A,B,U,R,4th
Do X damage to all players and non-flying creatures in play.						
Ekundu Cyclops	SC	C	•••	RBl	R3	MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.						
Emberwilde Djinn	SC	R	•••	MDr	RR2	MG
Flying. During each player's upkeep, he or she may pay RR or 2 life to gain control of Emberwilde Djinn. 5/4.						
Enslaved Scout	SC	C	••	RGu	R2	AI
2: Mountainwalk until end of turn. Two versions. 2/2.						
Eron the Relentless	SL	U	••••	CRu	RR3	HL
RRR: Regenerates. Can attack turn it comes into play on your side. 5/2.						
Errantry	EC	C	•••	LWi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						

Undiscovered Paradise
T: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.
Jehan's choice of hands was far better than her choice of allies.

UNDISCOVERED PARADISE

Undiscovered Paradise: Used in the right deck, Undiscovered Paradise's drawback can be an asset. Already have enough mana for an Armageddon? Use the Paradise and then store it safely in your hand while you blow every other land to tiny bits. It also works well with cards like Storm Cauldron. Drawback? What drawback?

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Eternal Flame	SOR	R	•	MPo	RR1	DK
Do X damage to target opponen, where X is the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	C	••••	AMa	R	LG,4th
Target creature does not tap to attack.						
Evaporate	SOR	U	••	ARa	R2	HL
Deal 1 damage to each blue and white creature.						
• **Falling Star**	SOR	R	•	DSh	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Star touches takes 3 damage and taps if it survives.						
False Orders	INS	C	•••	AMa	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Feint	INS	C	•	BSn	R	LG
Tap all creatures blocking target creature. Target deals no damage.						
Final Fortune	INS	R	•••	DAG	RR	MG
Take another turn. You lose the game at the end of that turn.						
Fireball	SOR	C	••••	MTe	RX	A,B,U,R,4th
Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.						
Firebreathing	EC	C	•••	Multi	R	A,B,U,R,4th,MG
R: +1/+0. Artists: DFr, MKe (Mirage).						
Fire Drake	SC	U	••	CRu	RR1	DK, CH
Flying. R: +1/+0. Only one R can be used in this manner. 1/2.						
Fire Elemental	SC	U	••	MBe	RR3	A,B,U,R,4th
5/4.						
Firestorm Phoenix	SC	R	•••	JMe	RR4	LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Fissure	INS	C	•••	DSh	RR3	DK,4th
Bury target land or creature.						
Flame Elemental	SC	U	••	RKF	RR2	MG
R,T, Sacrifice; Do damage = Elemental's power to a creature. 3/2.						
Flame Spirit	SC	U	••	JHa	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	••	Multi	R2	IA,MG
Flare does one damage to any target. Draw a card at the beginning of the next turn. Artists: DTu, GSi (Mirage).						
Flashfires	SOR	U	•••	DWi	R3	A,B,U,R,4th
Destroy all plains in play.						
• **Fork**	INT	R	•••••	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. You choose the new target.						
Frost Giant	SC	U	••	DGe	RRR3	LG
Rampage: 2. 4/4.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Game of Chaos	SOR	R	••	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.						
Giant Strength	EC	C	•••	JHa	RR	LG,4th
Make target creature +2/+2.						
Glacial Crevasses	EN	R	••	MRa	R2	IA
0: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.						
Glyph of Destruction	INS	C	•	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	•	JBa	R	AQ, CH
T: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.						
Goblin Balloon Brigade	SC	U	•••	ARu	R	A,B,U,R,4th
R: Gains flying until end of turn. 1/1.						
Goblin Caves	EL	C	••	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Chirurgeon	SC	C	•	Multi	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2.						
Goblin Digging Team	SC	C	•	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Elite Infantry	SC	C	••	RBl	R1	MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.						
Goblin Flotilla	SC	R	•••	TWa	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	•••	Multi	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp						
Goblin Hero	SC	C	••	MTe	R2	DK
2/2.						
Goblin King	SC	R	••	JMy	RR1	A,B,U,R,4th
All Goblins gain mountainwalk and +1/+1. 2/2.						
Goblin Kites	EN	U	••	AMa	R1	FE
R: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin Mutant	SC	U	•••	DGe	RR2	IA
Trample. Can't attack if opponent has an untapped creature of power greater than 2.Can't block creatures of power greater than 2. 5/3.						
Goblin Rock Sled	SC	C	•	DDe	R1	DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.						
Goblin Sappers	SC	C	••	JMe	R1	IA
RR, T: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. RRRR, T: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.						
Goblin Scouts	SOR	U	•••	GDa	RR3	MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.						
Goblin Shrine	EL	C	••	RSp	RR1	DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Ski Patrol	SC	C	•	MPo	R1	IA
R1: Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.						
Goblin Soothsayer	SC	U	•••	RBl	R	MG
R, T: Sacrifice Goblin: All red creatures get +1/+1 til end of turn. 1/1.						
Goblins of the Flarg	SC	C	•••	TWa	R	DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.						
Goblin Snowman	SC	U	••	DGe	R3	IA
Snowman neither takes nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Goblin Tinkerer	SC	C	•••	HKi	R1	MG
R,T: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.						
Goblin War Drums	EN	C	•••	Multi	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.						
Goblin Warrens	EN	R	•••	DFr	R2	FE
R2: Sacrifice 2 Goblins to put 3 1/1 red Goblin tokens into play.						
Goblin Wizard	SC	U	••	DGe	RR2	DK
T: Put a Goblin from your hand directly into play.R: Give target Goblin protection from white until end of turn. 1/1.						
Gorilla Shaman	SC	U	••••	AWa	R	AI
XX1: Destroy target non-creature artifact with casting cost of X. 1/1.						
Gorilla War Cry	INS	C	•	BWa	R1	AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.						
Granite Gargoyle	SC	R	•••	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	•••	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre	SC	C	•	DFr	R2	A,B,U,R,4th
2/2.						
Grizzled Wolverine	SC	C	••	CBr	RR1	IA
R: +2/+0. Use only when Wolverine is blocked and only once. 2/2.						
Guerrilla Tactics	INS	C	•••	RAF	R1	AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.						
Hammer of Bogardan	SOR	R	••••	RSp	RR1	MG
Do 3 damage to any target. RRR2: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Heart Wolf	SC	R	••	MOK	R3	HL
First strike. T: Target dwarf gets first strike and +2/+0. If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.						
Hill Giant	SC	C	••	DFr	R3	A,B,U,R,4th
3/3.						
Hivis of the Scale	SL	R	•••	ARo	RR3	MG
You may choose not to untap Hivis. T: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.						
Hurloon Minotaur	SC	C	••	AMa	RR1	A,B,U,R,4th
2/3.						
Hurr Jackal	SC	R	••	DTu	R	AN,4th
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	••	DFr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						
Illicit Auction	SOR	R	•••	SKi	RR3	MG
Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses an amount of life equal to the high bid and gains control of the creature.						
Immolation	EC	C	•••	SKi	R	LG,4th
Make target creature +2/-2.						
Imposing Visage	EC	C	••	PFo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Incinerate	INS	C	•••••	Multi	R1	IA,MG
Do three damage to any target. Creature may not regenerate.						
Inferno	INS	R	•••	RAF	RR5	DK,4th
Do 6 damage to all players and all creatures.						
Ironclaw Curse	EC	R	••	DDe	R	HL
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.						
Ironclaw Orcs	SC	C	•••	AMa	R1	A,B,U,4th
May only block creatures of power equaling 1 or less. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Lightning Reflexes	EC	C	•••	TKy	R1	MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.						
Magnetic Mountain	EN	R	••	SVC	RR1	AN,R,4th
To untap a blue creature, controller must spend four during upkeep.						
Manabarbs	EN	R	•••	CRu	R3	A,B,U,R,4th
Do one damage to controller whenever he draws mana from any land.						
Mana Clash	SOR	R	•	MTe	R	DK,4th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads.						
Mana Flare	EN	R	•••	CRu	R2	A,B,U,R,4th
Each land produces an extra mana of its normal type.						
Márton Stromgald	SL	R	•••	MPo	RR2	IA
If Márton attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blockers gain +*/+* until end of turn. 1/1.						
Melee	INS	U	••	DWi	R4	IA
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.						
Melting	EN	U	••	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of same type.						
Meteor Shower	SOR	C	•••	REm	RXX	IA
Do X+1 damage divided among any number of targets.						
Mijae Djinn	SC	R	•••	SVC	RRR	AN,R
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but does not attack. 6/3.						
Mons's Goblin Raiders	SC	C	•	JMe	R	A,B,U,R,4th
1/1.						
Mountain Goat	SC	C	•••	CBr	R	IA
Mountainwalk. 1/1.						
Mountain Yeti	SC	C	•••	DFr	RR2	LG, CH
Mountainwalk, protection from white. 3/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Orcish Lumberjack	SC	C	••••	DFr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orcish Mechanics	SC	C	••	PVe	R2	AQ
T, Sacrifice an artifact: Do 2 points of damage to any target. 1/1.						
Orcish Mine	EL	U	••	KFo	RR1	HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orish Mine deals 2 damage to land's controller.						
Orcish Oriflamme	EN	U	•••	DFr	R3	A,B,U,R,4th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Orcish Spy	SC	C	•••	Multi	R	FE
T: Look at the top 3 cards in target player's library. 1/1.						
Orcish Squatters	SC	R	•••	RKF	R4	IA
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.						
Orcish Veteran	SC	C	•••	Multi	R2	FE
Cannot block white creatures of power greater than 1. R: First strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.						
Orgg	SC	R	••••	DGe	RR3	FE
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.						
Panic	INS	C	••	MKi	R	IA
Target may not block. Draw a card at the beginning of the next turn.						
Pillage	SOR	U	••••	RKF	RR1	AI
Bury target artifact or land.						
Power Surge	EN	R	••	DSh	RR	A,B,U,R,4th
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each land that had been untapped.						
Primitive Justice	SOR	U	•••	AWa	R1	AI
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.						
Primordial Ooze	SC	U	••	SEv	R	LG, CH
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps. 1/1.						
Pyric Salamander	SC	C	••	TRo	R1	MG
R: +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.						
Pyroblast	INT	C	••••	KFo	R	IA
Counter target blue spell or destroy target blue permanent.						
Pyroclasm	SOR	U	••••	PMo	R1	IA
Do 2 damage to each creature.						
Pyrokinesis	INS	U	•••	RSp	RR4	AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divied among any number of creatures.						
Pyrotechnics	SOR	U	•••	AMa	R4	LG,4th
Do 4 damage divided any way among any number of targets.						
Quarum Trench Gnomes	SC	R	•••	DFr	R3	LG
T: Target plains produce 1 instead of W until end of game. 1/1.						
Raging Bull	SC	C	•	RAF	R2	LG
2/2.						
Raging River	EN	R	•••	SEv	RR	A,B,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.						
Raging Spirit	SC	C	••	SFi	R3	MG
2: Raging Spirit is colorless until end of turn. 3/3.						
Raiding Party	EN	U	•••	QHo	R2	FE
May not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction.						
Reckless Embermage	SC	R	•••	TKy	R3	MG
R1: Mage does 1 damage to any target and 1 damage to itself. 2/2.						
Red Elemental Blast	INT	C	••••	RTh	R	A,B,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.						
Reign of Chaos	SOR	U	•••	KRa	RR2	MG
Destroy target plains or island and target white or blue creature.						
Retribution	SOR	U	••	MTe	RR2	HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.						
Rock Hydra	SC	R	••	JMe	R	A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.						
Roc of Kher Ridges	SC	R	••••	ARu	R3	A,B,U,R
Flying. 3/3.						
Rogue Skycaptain	SC	R	•••	RAF	R2	AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.						
Rukh Egg	SC	C	••••	CRu	R3	AN
If destroyed, a 4/4 flying red creature enters play at end of turn. 0/3.						
Sabretooth Tiger	SC	C	••	MBe	R2	IA
First strike. 2/1.						
Searing Spear Askari	SC	C	••••	RKF	R2	MG
Flanking. R1: Cannot be blocked by only one creature this turn. 2/2.						
Sedge Troll	SC	R	•••	DFr	R2	A,B,U,R
B: Regenerates. Gains +1/+1 if you control any swamps. 2/2.						

All creatures you control get +1/+1 until end of turn.
"We are to be bound together as the reeds of a basket."
—Asmira, Rashida, and Jabari, unity chant
All non-white creatures get -1/-1 until end of turn.
"Bathed in hallowed light, the infidels bathed upon the impurities of their souls and despaired." —The Book of Tal
WARRIOR'S HONOR
HOLY LIGHT

Warrior's Honor and Holy Light: Holy Light gives non-white creatures a nasty case of sunburn and gives you a great advantage on the attack. Add Warrior's Honor and you protect your own non-white critters from a nasty encounter with UV radiation, plus you give all your white attackers an ever-bigger offensive advantage. Be sure to bring your sunblock—there's gonna be a barbecue!

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Jokulhaups	SOR	R	••••	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Joven	SL	C	••	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
Kaervek's Torch	SOR	C	••••	JCo	RX	MG
Interrupts that target Kaervek's Torch each cost an additional 2 to play. Kaervek's Torch deals X damage to target creature or player.						
Karplusan Giant	SC	U	••	DGe	R6	IA
0: Tap a snow-covered land you control to give Giant +1/+1. 3/3.						
Karplusan Yeti	SC	R	•••	QHo	RR3	IA
T: Yeti and target do their power in damage to each other. 3/3.						
Keldon Warlord	SC	U	••	KBr	RR2	A,B,U,R,4th
* is the number of non-wall creatures in play on your side. */*.						
Kird Ape	SC	C	•••••	KMe	R	AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.						
Kobold Drill Sergeant	SC	U	•	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	•	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobolds of Kher Keep	SC	C	•	JBa	0	LG
0/1.						
Kobold Taskmaster	SC	U	•	RAF	R1	LG
Give all your Kobolds +1/+0. 1/2.						
Land's Edge	EW	R	•••	BSn	RR1	LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.						
Lava Burst	SOR	C	••••	TWa	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Lightning Bolt	INS	C	•••••	CRu	R	A,B,U,R,4th
Do 3 damage to one target.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Mudslide	EN	R	••	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.						
Nalathni Dragon	SC	R	••	MWe	RR2	PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.						
Omen of Fire	INS	R	•••	PVe	RR3	AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.						
Orc General	SC	U	•	JMy	R2	DK
T: Sacrifice Orc or Goblin to give all Orcs +1/+1 til end of turn. 2/2.						
Orcish Artillery	SC	U	•••	AMa	RR1	A,B,U,R,4th
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Cannoneers	SC	U	•••	DFr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orcish Captain	SC	U	••	MTe	R	FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.						
Orcish Conscripts	SC	C	•	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orcish Farmer	SC	C	•••	DFr	RR1	IA
T: Turn target land into a swamp until its controller's next untap. 2/2.						
Orcish Healer	SC	U	••	QHo	RR	IA
RR, T: Target creature may not regenerate. RBB, T: Regenerate a black or green creature. RGG, T: Regenerate a black or green creature. 1/1.						
Orcish Librarian	SC	R	•••	PFo	R1	IA
R, T: Take the top eight cards of your library and randomly remove 4 from the game. Put the rest in any order on top of your library. 1/1.						

• Restricted
Banned

1 Restricted in type 1 only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Shatter	INS	C	●●●	AWe	R1	A,B,U,R,4TH,IA
Destroy target artifact.						
Shatterstorm	SOR	R	●●●	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	●●●●	MBe	RR4	A,B,U,R,4th
Flying. R: +1/+0. 5/5.						
Sirocco	INS	U	●●	ARa	R1	MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.						
Sisters of the Flame	SC	C	●●	JMy	RR1	DK,4th
T: Add R to your mana pool (play as a mana source). 2/2.						
Smoke	EN	R	●●	JMy	RR	A,B,U,R,4th
Each player may only untap one creature during untap phase.						
Soldier of Fortune	SC	U	●●●	DSh	R	AI
R, T: Target player shuffles his library. 1/1.						
Spinal Villain	SC	R	●●●	AMa	R2	LG
T: Destroy target blue creature. 1/2.						
Spitting Earth	SOR	C	●●●	BSn	R1	MG
Do damage to a creature equal to number of mountains you control.						
Stone Giant	SC	U	●●	DWi	RR2	A,B,U,R,4th
T: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.						
Stonehands	EC	C	●●●	DFr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Stone Rain	SOR	C	●●●	Multi	R2	A,B,U,R,4TH,IA,MG
Destroy any one land. Artists: DGe, TRo (Mirage).						
Stone Spirit	SC	U	●●●	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Storm Shaman	SC	C	●●●	CHe	R2	AI
R: +1/+0 until end of turn. Two versions. 0/4.						
Storm World	EW	R	●●	CRu	R	LG
During upkeep do 1 damage to players for each card in hand below 4.						
Subterranean Spirit	SC	R	●●●	JBo	RR3	MG
Protection from red. T: Do 1 damage to each non-flying creature. 3/3.						
Talruum Minotaur	SC	C	●●●	PVe	RR2	MG
Talruum Minotaur is unaffected by summoning sickness. 3/3.						
Telim'Tor	SL	R	●●●	KWa	R4	MG
Flanking. If Telim attacks, all attacking flankers get +1/+1. 2/2.						
Telim'Tor's Edict	INS	R	●●	KWa	R	MG
Remove from the game target permanent you own or control. Cantrip.						
• **Tempest Efreet**	SC	R	●	NTh	RRR1	LG,4th
T, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.						
Tor Giant	SC	C	●●	DSh	R3	IA
3/3.						
Torrent of Lava	SOR	R	●●●	KRa	RRX	MG
Do X damage to each creature without flying. Each creature gains "T: Prevent 1 damage to this creature from Torrent of Lava."						
Total War	EN	R	●●	DTu	R3	IA
When any player attacks, destroy all untapped non wall creatures that don't attack. Does not affect creatures that came into play this turn.						
Tunnel	SOR	U	●	DFr	R	A,B,U,R,4th
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	●●●	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	●●	DSh	R2	A,B,U,R,4th
R: Regenerates. 2/2.						
Varchild's Crusader	SC	C	●●	MPo	R3	AI
0: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2						
Varchild's War-Riders	SC	R	●●	SVC	R1	AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.						
Vertigo	INS	U	●●●	DTu	R	IA
Do 2 damage to target flying creature, which loses flying this turn.						
Veteran's Voice	EC	C	●●	ARu	R	AI
Play on a creature you control. 0: Tap enchanted creature to give any other target creature +2/+1 until end of turn. Two versions.						
Viashino Warrior	SC	C	●●	RRa	R3	MG
4/2.						
Volcanic Dragon	SC	R	●●●	JJo	RR4	MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.						
Volcanic Geyser	INS	U	●●●	DOC	RRX	MG
Volcanic Geyser deals X damage to target creature or player.						
Wall of Dust	SC	U	●	RTh	R2	LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.						
Wall of Earth	SC	C	●●	RTh	R1	LG
0/6.						
Wall of Fire	SC	U	●●	RTh	RR1	A,B,U,R,4th
R: +1/+0. 0/5.						
Wall of Heat	SC	C	●●	RTh	R2	LG, CH
2/6.						
Wall of Lava	SC	U	●●	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	●●●	HMc	RR3	LG, CH
1: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	●●	DFr	RR1	A,B,U,R,4th
0/8.						
• **Wheel of Fortune**	SOR	R	●●●●●	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Wildfire Emissary	SC	U	●●●●●	RKF	R3	MG
Protection from white. R1: +1/+0 until end of turn. 2/4.						
Windseeker Centaur	SC	R	●●	AMa	RR1	BOOK
Does not tap to attack. 2/2.						

Polymorph
Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library
"Ahh! Opposable digits!"

Sealed Fate
Sorcery
Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library in any order.
It's good to know more about your enemy's fate than your enemy does.

POLYMORPH SEALED FATE

Polymorph and Sealed Fate: Polymorph is certainly unique, but you wouldn't want to turn the target creature into something *useful*, would you? Use Sealed Fate to go spelunking through your opponent's library and put the weakest creature you find on top. Hey Rocky, watch me turn this Force of Nature into a Scryb Sprite! *Poof*

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Winds of Change	SOR	R	●●●	JHa	R	LG,4th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R	●●	MKi	R	HL
Flip a coin. If you win, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	●●	KMe	R1	IA
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreet	SC	R	●●	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						
Zirilan of the Claw	SL	R	●●●	ARo	RR3	MG
RR1,T: Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.						

WHITE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abbey Gargoyles	SC	U	●●●	CRu	WWW2	HL
Flying. Protection from red. 3/4.						
Abbey Matron	SC	C	●●	MKi	W2	HL
W, T: +0/+3 till end of turn. Two versions. 1/3.						
Abu Ja'far	SC	U	●●●	KMe	W	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	C	●●	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Afterlife	INS	U	●●	PVe	W2	MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.						
Akron Legionnaire	SC	R	●	MPo	WW6	LG, CH
Of your non-artifact creatures, only Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	●●●	HMc	WWX	LG,4th
Give target player X life or prevent X damage to any target.						
Alarum	INS	C	●●●	ARo	W1	MG
Untap target non-attacking creature and give it +1/+3 this turn.						
Amrou Kithkin	SC	C	●●	QHo	WW	LG,4th
Creatures with power greater than 2 may not block Amrou. 1/1.						
Angelic Voices	EN	R	●●●	JBa	WW2	LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	●●●	DTu	WW2	DK,4th
Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.						
Animate Wall	EC	R	●	DFr	W	A,B,U,R,4th
Target wall may now attack.						
Arctic Foxes	SC	C	●	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	●●●	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	●●●●	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	●	KKo	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	●●●●●	JMy	W3	A,B,U,R,4th
Destroy all lands in play.						
Armor of Faith	EC	C	●●●	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	●●●	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	●●	DSh	W	AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.						
Auspicious Ancestor	SC	R	●●●	ZSa	W3	MG
If put into the graveyard from play, gain 3 life. 1: Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.						
Aysen Bureaucrats	SC	C	●●●	ARa	W1	HL
Tap target creature with power no greater than 2. 1/1.						
Aysen Crusader	SC	R	●●	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X.						
Aysen Highway	EN	R	●●	NTh	WWW3	HL
All white creatures gain plainswalk.						
12 **Balance**	SOR	R	●●●●●	MPo	W1	A,B,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	●●	DSh	W2	IA
Untap all your white creatures. All blockers get +0/+1 this turn.						
Beast Walkers	SC	R	●	HHu	WW1	HL
G: Banding until end of turn. 1/1.						
Benalish Hero	SC	C	●●●	DSh	W	A,B,U,R,4th
Bands. 1/1.						
Benevolent Unicorn	SC	C	●●●	DCh	W1	MG
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.						
Black Scarab	EC	U	●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	●●	DFr	W	A,B,U,R,4th
Target creature gains protection from black.						
Blaze of Glory	INS	R	●	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage.						
Blessed Wine	INS	C	●●	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	●●●	JBa	WW	A,B,U,R,4th
W: +1/+1.						
Blinding Light	SOR	U	●●	HKi	W2	MG
Tap all non-white creatures.						
Blinking Spirit	SC	R	●●●●	LWi	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	●●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●	DFr	W	A,B,U,R,4th
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVe	W	DK,4th
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	●●●	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	●	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						

Caribou Range EL R •• RTp WW2 IA
WW: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a token to gain 1 life.
Carrier Pigeons SC C • PMo W3 AI
Flying. Cantrip. 1/1.
Castle EN U ••• DWi W3 A,B,U,R,4th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.
Celestial Dawn EN R •••• LDa WW1 MG
All non-land cards you own that are not in play are white. All non-land permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are W.
Circle of Protection: Artifacts EN U ••• PVe W1 AQ,4th
2: Prevent all damage against you from an artifact source.
Circle of Protection: Black EN C ••• JMy W1 B,U,R,4TH,IA
1: Prevent all damage to you from one black source.
Circle of Protection: Blue EN C ••• DWi W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.
Circle of Protection: Green EN C ••• SEv W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.
Circle of Protection: Red EN C ••• MTe W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.
Circle of Protection: White EN C ••• DSh W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.
Civic Guildmage SC C ••• ARo W MG
G,T: Target creatures gets +0/+1 until end of turn. U,T: Put target creature you control on top of owner's library. 1/1.
Cleanse SOR R ••• PFo WW2 LG
Destroy all black creatures in play.
Cleansing SOR R •• PVe WWW DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.
Clergy of the Holy Nimbus SC C •• DGe W LG
If killed, Clergy regenerate unless opponent pays 1. 1/1.
Cold Snap EN U • RGa W2 IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.
Combat Medic SC C ••• Multi W2 FE
W1: Prevent 1 damage to a player or creature. 0/2.
Consecrate Land EL U ••• JMe W A,B,U
Target land is immune from all effects that would destroy it.
Conversion EN U ••• JMy WW2 A,B,U,R,4th
All mountains are now plains. You must pay WW during upkeep.
Cooperation EC C •• PFo W2 IA
Target creature gains banding.
Crusade EN R •••• MPo WW A,B,U,R,4th
All white creatures gain +1/+1.
Damping Field EN U • JHa W2 AQ
No one may untap more than one artifact during his untap phase.
D'Avenant Archer SC C •• DSh W2 LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.
Dazzling Beauty INS C •• HMc W2 MG
Play only when defense is chosen. Target unblocked creature is considered blocked. Draw a card at the beginning of the next turn's upkeep.
Death Speakers SC U •• DSh W HL
Protection from black. 1/1.
Death Ward INS C •• HMc W A,B,U,R,4th,IA
Regenerates target creature.
Disempower INS C •• JMa W1 MG
Put target artifact or enchantment on top of owner's library.
Disenchant INS C ••••• Multi W1 A,B,U,R,4th,IA,MG
Destroy target enchantment or artifact. Artists: BSn, CGi (Mirage).
• **Divine Intervention** EN R •• AWe WW6 LG
Put 2 counters onDivine Intervention. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.
Divine Offering INS C •••• JMe, TNi W1 LG,MG
Destroy target artifact, gaining life equaling casting cost of artifact.
Divine Retribution INS R •• CGi W1 MG
Do 1 damage to target attacking creature for each attacking creature.
Divine Transformation EC U ••• NTh WW2 LG,4th
Give target creature +3/+3.
Drought EN U ••• Nth WW2 IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.
Dust to Dust SOR C ••• DTu WW1 DK
Remove any two target artifacts from the game.
Ektundu Griffin SC C ••• DCh W3 MG
Flying, first strike. 2/2.
Elder Land Wurm SC R • QHo WWW4 LG,4th
Trample. Cannot attack until it has been assigned to block. 5/5.
Elvish Healer SC C ••• REm W2 IA
T: Prevent 1 damage to a target or 2 damage to a green creature. 1/2.
Enchanted Being SC C • DSh WW1 LG
Takes no combat damage from enchanted creatures. 2/2.
Enduring Renewal EN R ••• HMc WW2 IA
Play with your hand face up. If you a draw a creature discard it. When a creature goes to your graveyard from play, return it to your hand.
Energy Storm EN R •••• SEv W1 IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.

Enlightened Tutor INS U •••• DFr W MG
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of it.
Equinox EL C •• SVC W LG
Tap target land to counter a spell that destroys your land.
Errand of Duty INS C ••• JBa W1 AI
Put a Knight token into play. Treat as a 1/1 white banding creature.
Ethereal Champion SC R ••• TNi WWW2 MG
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.
Exile INS R •••• RAl W2 AI
Remove target non-white attacker from game. Gain life = toughness.
Exorcist SC R ••• DTu WW DK
W1, T: Destroy target black creature. 1/1.
Eye for an Eye INS R ••• MPo WW AN,R,4th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.
Farmstead EL R • MPo WWW A,B,U,R
Once per turn, during your upkeep, you may spend WW to gain 2 life.
Farrel's Mantle EC U •• AWa W2 FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.

Green Ward EC U •• DFr W A,B,U,R,4th
Target creature gains protection from green.
Guardian Angel INS C • AMa WX A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.
Hallowed Ground EN U ••• DSh W1 IA
WW: Return a non-snow-covered land you control to its owner's hand.
Hand of Justice SC R ••• MBe W5 FE
T: Tap 3 white creatures you control to destroy target creature. 2/6.
Hazduhr the Abbot SC R •• DFr WW3 HL
X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.
Heal INS C •• MTe W IA
Prevent 1 damage to any target. Cantrip.
Healing Salve INS C ••• Multi W A,B,U,R,4th,MG
Gain 3 life, or prevent up to 3 damage. Artists: DFr, HKi (Mirage).
Heaven's Gate INS U •• DSh W LG
Change the color of one or more creatures to white until end of turn.
Heroism EN U • MPo W2 FE
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.

Blind Fury
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.
"Tell me . . . have you ever seen the Song of Blood?"
Furnace of Urborg

Stampede
Instant
All attacking creatures gain trample and get +1/+0 until end of turn.
"We could see the horizon shaken with the great beasts, but it was too late. The world offered no immediate safety, for luckily most of us reached a crevasse in which we could take cover."
—Dina the Restless, journal entry

BLIND FURY STAMPEDE

Blind Fury and Stampede: Wow! Look at all the damage your creatures dole out when you cast Blind Fury on your attack. Too bad they all lost trample, or you'd knock your opponent into next Thursday with overflow damage. But hey, you can give all your attackers trample again with Stampede, and an extra +1/+0 to boot! Hope you can wait a while, your opponent won't be back until Thursday…

Farrel's Zealot SC C •• Multi WW1 FE
If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.
Farrelite Priest SC U • PFo WW1 FE
1: Add W to your mana pool (play as a mana source). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.
Fasting EN U •• DSh W DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.
Favorable Destiny EC U ••• TGi W1 MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +1/+2.
Femeref Healer SC C ••• SLu W1 MG
T: Prevent 1 damage to any creature or player. 1/1.
Femeref Knight SC C •••• TRo W2 MG
Flanking. W: Attacking does not cause Knight to tap this turn. 2/2.
Femeref Scouts SC C •• ZPl W2 MG
1/4.
Festival INS C •• MPo W DK
Opponent may not attack this turn. Play during opponent's upkeep.
Fire and Brimstone INS U • JMe WW3 DK
Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.
Formation INS R •• KMe W1 IA
Give target creature banding until end of turn. Cantrip.
Fortified Area EN C •• RAF WW1 LG
Give all your walls +1/+0 and banding.
Fylgia EC C ••• EBe W IA
Put 4 counters on Fylgia. 0: Remove a counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a counter on Fylgia.
General Jarkeld SL R •• RTh W3 IA
T: Exchange two blockers without creating an illegal block. 1/2.
Glyph of Life INS C • SVC W LG
Gain life equal to the damage done to target wall by an attacker.
Great Defender INS U •• MPo W LG
Give target +0/+X until end of turn, where X is the creature's cost.
Great Wall EN U • SEv W2 LG
Creatures with plainswalk may be blocked.
Greater Realm of Preservation EN U ••• NTh W1 LG
W1: Prevent all damage to you from a red or black source.
Green Scarab EC U •• NLe W IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

Hipparion SC U •• DWi W1 IA
Cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.
Holy Armor EC C •• MBe W A,B,U,R,4th
Target creature gains +0/+2. W: +0/+1.
Holy Day INS C • JHa W LG
Creatures attack and block as normal but deal no damage.
Holy Light INS C ••• DTu W2 DK
Give all non-white creatures -1/-1 until end of turn.
Holy Strength EC C •• AMa W A,B,U,R,4th
Target creature gains +1/+2.
Icatian Infantry SC C •• Multi W FE
1: Banding. 1: First strike. Artists: EBe, CRu, DSh, DTu. 1/1.
Icatian Javelineers SC C ••• Multi W FE
Put a Javelin counter on Javelineers when cast. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.
Icatian Lieutenant SC R •• PVe WW FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.
Icatian Moneychanger SC C •• EBe, MBe, DTu W FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.
Icatian Phalanx SC U •• KFo W4 FE
Bands. 2/4.
Icatian Priest SC U •• DTu W FE
WW1: Make target creature +1/+1 until end of turn. 1/1.
Icatian Scout SC C •• Multi W FE
1, T: Give target creature first strike. Artists: RAl, PFo, RKF, DSh. 1/1.
Icatian Skirmishers SC R •• HHu W3 FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.
Icatian Town SOR R ••• TWa W5 FE
Put 4 Citizen tokens, which are 1/1 white creatures, in play.
Illumination INT U ••• DOC WW MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.
Indestructible Aura INS C •• MPo W LG
Reduce to 0 all damage dealt to target creature until end of turn.
Infinite Authority EC R •• DSh WWW LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.

Key

• Restricted
‡ Banned
† Restricted in type I only
‡ Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

Inheritance EN U ●● KFo W AI
3: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Iron Tusk Elephant SC U ●● TRo W4 MG
Trample. 3/3.

Island Sanctuary EN R ●● MPo W1 A,B,U,R,4th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.

Ivory Charm INS C ●● GGr W MG
Choose one—all creature get -2/-0 until end of turn; or prevent one damage to any creature or player; or tap target creature.

Ivory Gargoyle SC R ●●●● QHo W4 AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Gargoyle from the game. 2/2.

Ivory Guardians SC U ●● MBe WW4 LG, CH
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.

Jabari's Influence INS R ●●● GGr WW3 MG
Play only after combat. Gain control of target non-AC that attacked you this turn and put a -0/-1 counter on it.

Jihad EN R ●●● BSn WWW AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.

Juniper Order Advocate SC U ●●● DSh W2 AI
If Advocate is untapped, all your green creatures get +1/+1. 1/2.

Justice EN U ●●● RTp WW2 IA
You must pay WW during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.

Karma EN U ●●●● RTh WW2 A,B,U,R,4th
During each player's upkeep, he takes 1 point of damage for each swamp he controls.

Keepers of the Faith SC C ● DGe WW1 LG, CH
2/3.

Kelsinko Ranger SC C ●● MPo W IA
W1: One green creature gains first strike until end of turn. 1/1.

King Suleiman SC R ●● MPo W1 AN
T: Destroy an Efreet or Djinn. 1/1.

Kismet EN U ●●● KFo W3 LG,4th
All opponent's creatures, lands, and artifacts enter play tapped.

Kjeldoran Elite Guard SC U ●●● MBe W3 IA
T: Give target creature +2/+2. Bury Guard if that creature leaves play this turn. 2/2.

Kjeldoran Escort SC C ●●● BWa WW2 AI
Banding. 2/3.

Kjeldoran Guard SC C ●● AWa W1 IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

Kjeldoran Home Guard SC U ●● ARu W3 AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.

Kjeldoran Knight SC R ●●● RSp WW IA
Banding. W1: +1/+0. WW: +0/+2. 1/1.

Kjeldoran Phalanx SC R ●● RKF W5 IA
First strike, banding. 2/5.

Kjeldoran Pride EC C ●● KFo W1 AI
Creature gets +1/+2. 2U: Switch Pride from creature it enchants to another creature. Pride's new target must be legal.

Kjeldoran Royal Guard SC R ●●● LWi WW3 IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain SC U ●●● MPo W4 IA
Flying, banding, first strike. 2/2.

Kjeldoran Skyknight SC C ●●● MPo W2 IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior SC C ●●● MPo W IA
Banding. 1/1.

Knights of Thorn SC R ●●● CRu W3 DK
Protection from red, banding. 2/2.

Lance EC U ●● RAl W A,B,U,R
Target creature gains first strike.

2 Land Tax EN R ●●●●● BSn W LG,4th
If opponent controls more land than you during your upkeep, you may take up to 3 basic lands from your library into your hand.

Leeches SOR R ● ARa WW1 HL
Target player loses all poison counters and takes 1 damage per counter.

Lifeblood EN R ●●● MTe WW2 LG
Take 1 life whenever opponent taps a mountain.

Lightning Blow INS R ●● HMc W1 IA
Give target creature first strike until end of turn. Cantrip.

Lost Order of Jarkeld SC R ●● ARu WW2 IA
* equals # of creatures controlled by target opponent. 1+*/1+*.

Mangara's Blessing INS U ●●● DCh W2 MG
Gain 5 life. If a spell or effect by an opponent causes you to discard Blessing, gain 2 life and return Blessing to your hand at end of turn.

Mangara's Equity EN U ●● ARa WW1 MG
Choose black or red. During your upkeep, you must pay 1W. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.

Martyrdom INS C ●● MPo WW1 AI
Until end of turn, you may redirect to target creature you control any amount of damage.

Martyr's Cry SOR R ●● JMe WW DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis SC U ●●● MOK WW3 AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.

Melesse Spirit SC U ●●● GGr WW3 MG
Flying. Protection from black. 3/3.

Mercenaries SC R ● CBr W3 IA
A player may pay 3 to prevent taking Mercenaries' damage. 3/3.

Mesa Falcon SC C ●● MPo W1 HL
Flying. W1: +0/+1 until end of turn. Two versions. 1/1.

Mesa Pegasus SC C ●●● MBe W1 A,B,U,R,4th
Flying, bands. 1/1.

Miracle Worker SC C ● RSp W DK
T: Destroy target enchantment on one of your creatures. 1/1.

Moat EN R ●●●● JMe WW2 LG
Non-flying creatures cannot attack.

Moorish Cavalry SC C ●●● DWi WW2 AN
Trample. 3/3.

Morale INS C ●● MPo WW1 DK, 4th
Give all attacking creatures +1/+1 until end of turn.

Mtenda Griffin SC U ●●● JJo W3 MG
Flying. W,T: Return Griffin to owner's hand and return target griffin in your graveyard to your hand. Use only during your upkeep. 2/2.

Mtenda Herder SC C ●● ZSa W MG
Flanking. 1/1.

Petra Sphinx SC R ●● SEv WWW2 LG, CH
T: Target player names a card and then turn over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.

Piety INS C ● MPo W2 AN,4th
+0/+3 to all defending creatures until end of turn.

Pikemen SC C ●●● DDe W1 DK,4th
Banding, first strike. 1/1.

Preacher SC R ●●● QHo WW1 DK
T: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature.

Presence of the Master EN U ●● PFo W3 LG
Counter all enchantments as they are being cast.

Prismatic Circle EN C ●● PVe W2 MG
CU: 1. Choose a color. 1: Prevent all damage to you from a source of the chosen color.

Prismatic Ward EC C ●● LWi W1 IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Prophecy SOR C ●● CRu W HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Cantrip.

Purelace INT R ● SEv W A,B,U,R,4th
Change the color of one card being played or in play to white.

Rally INS C ●● HHu WW IA
All blocking creatures gain +1/+1 until end of turn.

Rapid Fire INS R ● JHa W3 LG
Give target first strike and rampage: 2. Play before defense is chosen.

Rashida Scalebane SL R ●●● RGa WW3 MG
T: Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4.

Rashka the Slayer SL U ●● CRu WW3 HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.

Red Scarab EC U ● SEv W IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward EC U ● DFr W A,B,U,R,4th
Target creature gains protection from red.

Chaos Harlequin
2: Remove the top card of your library from the game. If that card is a land, Chaos Harlequin gets +4/+0 until end of turn; otherwise, Chaos Harlequin gets +2/+0 until end of turn.

Bone Harvest
Instant
Put any number of target creature cards from your graveyard on top of your library.
Draw a card at the beginning of the next turn's upkeep.
"Only fools believe they will face my army but once." Kaervek
Illus. Greg Simpson

CHAOS HARLEQUIN BONE HARVEST

Chaos Harlequin and Bone Harvest: This combination works best late in the game, when you have a packed graveyard and an open attack. Use Bone Harvest to pile a bunch of creatures on your library, then use the Harlequin's ability several times to get +2/+0 for each creature you moved. Few things are scarier than a really big, angry clown.

Noble Elephant SC C ●●● TRo W3 MG
Banding, Trample. 2/2.

Noble Steeds EN C ●● RGu W2 AI
1W: Target creature gains first strike until end of turn. Two versions.

Northern Paladin SC R ●●● DSh WW2 A,B,U,R,4th
WW, T: Destroy a black card in play. 3/3.

Null Chamber EW R ●●● DSh W3 MG
You and target opponent each name any card except a basic land. Those cards cannot be played.

Order of Leitbur SC C ●●●● RAF,BAn WW FE
Protection from black. WW: +1/+0. W: First strike. 2/1.

Order of the Sacred Torch SC R ●●●● RTp WW1 IA
T: Sacrifice 1 life to counter a black spell. 2/2.

Order of the White Shield SC U ●●●● RTp WW IA
Protection from black. WW: +1/+0. W: First Strike. 2/1.

Osai Vultures SC U ● DFr W1 LG,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1.

Pacifism EC C ●●●● RBl W1 MG
Enchanted creature cannot attack or block.

Pearl Dragon SC R ●●● IMi WW4 MG
Flying. W: +0/+1. 4/4.

Pearled Unicorn SC C ● CBr W2 A,B,U,R,4th
2/2.

Personal Incarnation SC R ●●● KBr WWW3A,B,U,R,4th
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation is sent to graveyard, its owner loses half of his remaining life (round up the loss). 6/6.

Reinforcements INS C ●●● DVi W AI
Put up to three target creature cards from you graveyard on top of your library in any order.

Remove Enchantments INS C ●● BSn W LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures.

Repentant Blacksmith SC C ●●● DTu W1 AN, CH
Protection from red. 1/2.

Reprisal INS U ●●●● RAF W1 AI
Bury target creature with power four or greater.

Resurrection SOR U ●●● DWi WW2 A,B,U,R
Take a creature from your graveyard and put it directly into play.

Reverse Damage INS R ●●●● DWi WW1 A,B,U,R,4th
All damage from any one source is instead added to your life total.

Reverse Polarity INS C ●● JHa WW AQ,R
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.

Righteous Avengers SC U ●● HHu W4 LG
Plainswalk. 3/1.

Righteousness INS R ●● DSh W A,B,U,R,4th
Target defending creature gets +7/+7 until end of turn.

Ritual of Steel EC C ●● MPo W2 MG
Enchanted creature gets +0/+2. Cantrip.

Royal Decree EN R ●● PVe WW2 AI
CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.

Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

Royal Herbalist SC C ●● DSh W AI
2: Remove top card of your library from game to gain one life. 1/1.

Sacred Boon INS U ●●● MRa W1 IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.

Sacred Mesa EN R ●●●● MOK W2 MG
During your upkeep, you must sacrifice a Pegasus. W1: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Samite Alchemist SC C ●● TWa W3 HL
WW,T: Prevent 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2.

Spectral Guardian SC R ●●● MDr WW2 MG
As long as spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.

Spirit Link EC U ●●●● KFo W LG,4th
Gain 1 life for every point of damage done by target creature.

Spiritual Sanctuary EN R ●●● AWe WW2 LG
Any player controlling plains takes 1 life during his upkeep.

Squire SC C ● DDe W1 DK
1/2.

Sunweb SC R ●●● DFr W3 MG
Flying. Cannot bock creatures with power 2 or less. 5/6.

Kukemssa Pirates
If Kukemssa Pirates attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do, gain control of target artifact that player controls.
". . . pirates gambled with a djinn and lost the thing more dear than gold."
—"Love Song of Night and Day"

Target non-artifact creature gains +1/+1 and is now considered an artifact creature, though it retains its original color. Discard Ashnod's Transmogrant after it is used.
Ashnod found few willing to trade their humanity for the power she offered them.

KUKEMSSA PIRATES — ASHNOD'S TRANSMOGRANT

Kukemssa Pirates and Ashnod's Transmogrant: Arrr, matey, here be a scurvy way to steal yer opponent's crewman: Make Kukemssa Pirates unblockable with any of the myriad of available methods. Then use the Transmogrant to make one of your opponent's creatures into an artifact creature. You can then choose to have the Pirates deal no damage and steal away your opponent's creature-turned-artifact.

Samite Healer SC C ●●● TWa W1 A,B,U,R,4th
T: Prevent 1 damage to any target. 1/1.

Savannah Lions SC R ●●●● DGe W A,B,U,R,4th
2/1.

Scars of the Veteran INS U ●●●● DFr W4 AI
You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.

Seasoned Tactician SC U ●● DFr W2 AI
3: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.

Seeker EC C ●● MPo WW2 LG,4th
Target creature may only be blocked by white or artifact creatures.

Seraph SC R ●●● CRu W6 IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.

Serra Angel SC U ●●●●● DSh WW3 A,B,U,R,4th
Flying. Does not tap to attack. 4/4.

Serra Aviary EW R ●●● NLe W3 HL
All creatures with flying get +1/+1.

Serra Bestiary EC C ●● AMa WW HL
Pay WW during your upkeep or buryBestiary. Target creature cannot block, attack or use any abilities that have T: in its activation cost.

Serra Inquisitors SC U ●● DDe W4 HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.

Serra Paladin SC C ●●● PVe WW2 HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.

Shadowbane INS U ●●●● DSh W1 MG
Prevent all damage to you or a creature you control from any one source. If thesource is black, gain 1 life for each 1 damage prevented.

• **Shahrazad** SOR R ●● KFo WW AN
Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss).

Shield Bearer SC C ● DFr W1 IA
Banding. 0/3.

Shield Wall INS U ●● DSh W1 LG, CH
Give all your creatures +0/+2 until end of turn.

Sidar Jabari SL R ●●● GGr W3 MG
Flanking, If Sidar attacks, tap a creature defender controls. 2/2.

Snow Hound SC U ●● PMo W2 IA
1, T: Return Snow Hound and target blue or green creature you control to their owners' hand. 1/1.

Soraya the Falconer SL R ●● DDe WW1 HL
All falcons get +1/+1. W1: Target falcon gains banding. 2/2.

Soul Echo EN R ●●● RSp WWX MG
Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.

Sustaining Spirit SC R ●● RGu W1 AI
CU: W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3

Swords to Plowshares INS U ●●●●● KFo W A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.

Sworn Defender SC R ●●● DAG WW2 AI
1: Change power to the toughness of target creature blocking or being blocked by Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.

Teremko Griffin SC C ●●● MMc W3 MG
Banding, Flying. 2/2.

Thunder Spirit SC R ●●●● RAF WW1 LG
Flying, first strike. 2/2.

Tivadar's Crusade SOR U ● DDe WW1 DK
All Goblins are destroyed.

Trade Caravan SC C ● KFo W HL
During upkeep, put a counter on Caravan. O: Remove 2 counters from Caravan to untap a basic land. Use only during opponent's upkeep.1/1.

Truce INS R ●● MBe W2 HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.

Tundra Wolves SC C ●● QHo W LG,4th
First strike. 1/1.

Unlikely Alliance EN U ● PFo W1 AI
W1: Target non-attacking, non-blocking creature gets +0/+2.

Unyaro Griffin SC U ●● ADa W3 MG
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.

Veteran Bodyguard SC R ●●● DSh WW3 A,B,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.

Vigilant Martyr SC U ●●● RGu W MG
Sacrifice Vigilant Martyr: Regenerate target creature. WW,T, Sacrifice Martyr: Counter target spell that targets an enchantment in play. 1/1.

Visions SOR U ●● NTh W LG,4th
Look at the top five cards of any library, then reshuffle it if you want.

Wall of Caltrops SC C ●● BSn W1 LG
If Wall of Caltrops blocks with other walls, it gains banding. 2/1.

Wall of Light SC U ●● RTh W2 LG
Protection from black.1/5.

Wall of Resistance SC C ●● HMc W1 MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.

Wall of Swords SC U ●●● MTe W3 A,B,U,R,4th
Flying. 3/5.

Ward of Lights EC C ●●● MDr WW MG
You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.

War Elephant SC C ●●● KBi W3 AN, CH
Bands, trample. 2/2.

Warning INS C ● PMo W IA
Target attacking creature does no damage in combat this turn.

White Knight SC U ●●●● DGe WW A,B,U,R,4th
Protection from black, first strike. 2/2.

White Scarab EC U ●● PFo W IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.

White Ward EC U ●● DFr W A,B,U,R,4th
Target creature gains protection from white.

Wild Aesthir SC C ●●● GSi W2 AI
Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. 1/1.

Witch Hunter SC U ●●● JMy WW2 DK, CH
T: Do 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. 1/1.

Wrath of God INS R ●●●●● QHo WW2 A,B,U,R,4th
Bury all creatures in play.

Yare INS R ●●● RSp W2 MG
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.

Zhalfirin Commander SC U ●●●● SGr W2 MG
Flanking. WW1: Target Knight gets +1/+1 until end of turn. 2/2.

Zhalfirin Knight SC C ●●●● JBo W2 MG
Flanking. WW: First Strike until end of turn. 2/2.

Zuberi, Golden Feather SL R ●●● ARo W4 MG
Flying. Counts as a Griffin. All other Griffins get +1/+1. 3/3.

LANDS

Adarkar Wastes LAN R ●●●● MRa IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Adventurers' Guildhouse LAN U ● TWa LG
All your green legends may band with other legends.

An-Havva Township LAN R ●● LDa HL
T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.

Arena LAN R ●●● RAl PR
3, T: You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.

Aysen Abbey LAN U ●● LDa HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.

Badlands LAN R ●●●●● RAl A,B,U,R
T: Add R or B to your mana pool. Counts as a Mountain and a Swamp.

Bad River LAN U ●● TNi MG
Comes into play tapped. T, Sacrifice: Search your library for an island or swamp. Put that land into play.

Balduvian Trading Post LAN R ●●● TWa AI
When Trading Post comes into play, sacrifice an untapped mountain or bury Trading Post. T: Add 1R to your mana pool. 1, T: Trading Post deals one damage to target attacking creature.

Bayou LAN R ●●●●● JMy A,B,U,R
T: Add B or G to your mana pool. Counts as a Swamp and a Forest.

Bazaar of Baghdad LAN R ●●●● JMe AN
T: Draw 2 cards; immediately discard 3 cards from your hand.

Bottomless Vault LAN R ●● PMo FE
Comes into play tapped. You may leave Vault tapped to put a counter on it. T: Remove any number of counters, adding B for each one.

Brushland LAN R ●●●● BWa IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Castle Sengir LAN R ●● PVe HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.

Cathedral of Serra LAN U ● MPo LG
All your white legends may band with other legends.

City of Brass LAN R ●●●●● MTe AN, CH
T: Add 1 mana of any color. Take 1 damage whenever City is tapped.

City of Shadows LAN R ●● TWa DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.

Crystal Vein LAN U ●● PMo MG
T: Add 1 to your mana pool. T, Sacrifice: Add 2 to your mana pool.

Desert LAN C ●●● JMy AN
T: Add 1 to your mana pool. T: Do 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R ●●●● BSn AN
T: Sacrifice a creature to gain life equal to its toughness.

Dwarven Hold LAN R ●● PMo FE
Comes into play tapped. You may leave Hold tapped to put a counter on it. T: Remove any number of counters, adding R for each one.

Dwarven Ruins LAN U ●●● MPo FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.

Ebon Stronghold LAN U ●●● MPo FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.

Elephant Graveyard LAN R ●●● RAl AN
T: Add 1mana to your mana pool. T: Regenerate an Elephant or Mammoth.

Key

• Restricted
• Banned

1 Restricted in type 1 only
2 Banned from type 1 only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Flood Plain	LAN	U	••	PMo		MG
Comes into play tapped. T: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.						
Forest	LAN	C	—	Multi		A,B,U,R,4TH,IA,MG
T: Add G to your mana pool. Artists: CRu, PMo (Ice Age), TRo (Mirage).						
Glacial Chasm	LAN	U	•••	LDa		IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.						
Grasslands	LAN	U	••	JAv		MG
Comes into play tapped. T, Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.						
Halls of Mist	LAN	R	•	MPo		IA
CU: 1. No creature may attack if it attacked during its controller's last turn.						
Hammerheim	LL	U	•••	BWa		LG
T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
Havenwood Battleground	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Heart of Yavimaya	LAN	R	•••	PVe		AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.						
Hollow Trees	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Trees tapped to put a counter on it. T: Remove any number of counters, adding G for each one.						
Icatian Store	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Store tapped to put a counter on it. T: Remove any number of counters, adding W for each one.						
Ice Floe	LAN	U	••	JMe		IA
You may choose not to untap Ice Floe. T: Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.						
Island	LAN	C	—	Multi		A,B,U,R,4TH,IA,MG
T: Add U to your mana pool. Artists: MPo, AMa (Ice Age), DSh (Mirage).						
Island of Wak-Wak	LAN	R	•••••	DSh		AN
T: Reduce the power of one flying creature to 0 until end of turn.						
Karakas	LL	U	••••	NLe		LG
T: Add W to your mana pool. T: Return target legend to owner's hand.						
Karplusan Forest	LAN	R	••••	NLe		IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.						
Kjeldoran Outpost	LAN	R	••••	JMe		AI
When Outpost comes into play, sacrifice a plains or bury Outpost. T: Add W to your mana pool. W1, T: Put a 1/1 soldier token into play.						
Koskun Keep	LAN	U	••	PMo		HL
T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.						
Lake of the Dead	LAN	R	•••	PVe		AI
When Lake of the Dead comes into play, sacrifice a Swamp or bury Lake of the Dead. T: Add B to your mana pool T: Sacrifice a Swamp to add BBBB to your mana pool.						
Land Cap	LAN	R	••	LWi		IA
If there are any counters on Land Cap, it does not untap. Remove a counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a counter on Land Cap. T: Add W to your mana pool and put a counter on Land Cap.						
Lava Tubes	LAN	R	••	BWa		IA
If there are any counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.						
• **Library of Alexandria**	LAN	R	•••••	MPo		AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.						
• **Maze of Ith**	LAN	U	•••••	AMa		DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
Mishra's Factory	LAN	U	••••	KFo,PFo		AQ,4th
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well.						
• **Mishra's Workshop**	LAN	R	•••••	KFo		AQ
T: Add 3 to your mana pool which may only be used to cast artifacts.						
Mountain	LAN	C	—	Multi		A,B,U,R,4TH,AN,IA,MG
T: Add R to your mana pool. Artists: DSh, TWä (Ice Age), JAv (Mirage).						
Mountain Stronghold	LAN	U	•	TWä		LG
All your red legends may band with other legends.						
Mountain Valley	LAN	U	••	KJo		MG
Comes into play tapped. T: Sacrifice Mountain Valley to search your library for a mountain or forest. Put that land into play.						
Oasis	LAN	U	••	BSn		AN,4th
T: Prevent 1 damage to any creature.						
Pendelhaven	LL	U	••••	BWa		LG
T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
Plains	LAN	C	—	Multi		A,B,U,R,4TH,IA,MG
T: Add W to your mana pool. Artists: JMy, CRu (Ice Age), TWä (Mirage).						
Plateau	LAN	R	•••••	DTu		A,B,U,R
T: Add R or W to your mana pool. Counts as a Mountain and a Plains.						
Rainbow Vale	LAN	R	••	KFo		FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
River Delta	LAN	R	••	SEv		IA
If there are any counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.						
Rocky Tar Pit	LAN	U	••	JMi		MG
Comes into play tapped. T: Sacrifice Rocky Tar Pit to search your library for a swamp or mountain. Put that land into play.						
Ruins of Trokair	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Safe Haven	LAN	R	••	CRu		DK,CH
2, T: Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
Sand Silos	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Silos tapped to put a counter on it. T: Remove any number of counters, adding U for each one.						
Savannah	LAN	R	•••••	RAl		A,B,U,R
T: Add W or G to your mana pool. Counts as a Plains and a Forest.						
School of the Unseen	LAN	U	••	PMo		AI
T: Add 1 to your mana pool. 2, T: Add 1 mana of any color to your mana pool.						
Scrubland	LAN	R	•••••	JMy		A,B,U,R
T: Add W or B to your mana pool. Counts as a Plains and a Swamp.						
Seafarer's Quay	LAN	U	•	TWä		LG
All your blue legends may band with other legends.						
Sheltered Valley	LAN	R	••	RAl		AI
When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.						
Snow-Covered Forest	LAN	U	—	PMo		IA
T: Add G to your mana pool.						
Snow-Covered Island	LAN	U	—	AMa		IA
T: Add U to your mana pool.						
Snow-Covered Mountain	LAN	U	—	TWä		IA
T: Add R to your mana pool.						
Snow-Covered Plains	LAN	U	—	CRu		IA
T: Add W to your mana pool.						
Snow-Covered Swamp	LAN	U	—	DSh		IA
T: Add B to your mana pool.						
Soldevi Excavations	LAN	R	•••	LDa		AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.						
Sorrow's Path	LAN	R	•	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
2 **Strip Mine**	LAN	U	•••••	DGe		AQ,4th
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
Sulfurous Springs	LAN	R	••••	PFo		IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.						
Svyelunite Temple	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.						
Swamp	LAN	C	—	Multi		A,B,U,R,4TH,IA
T: Add B to your mana pool. Artists: DFr, DSh (Ice Age), BEg (Mirage).						
Tabernacle at Pendrell Vale	LL	R	•••	NLe		LG
All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.						
Taiga	LAN	R	•••••	RAl		A,B,U,R
T: Add G or R to your mana pool. Counts as a Forest and a Mountain.						
Teferi's Isle	LL	R	•			MG
Phasing. Comes into play tapped. T: Add UU to your mana pool.						
Thawing Glaciers	LAN	R	••	JMe		AI
Comes into play tapped. 1, T: Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.						
Timberline Ridge	LAN	R	••	JMe		IA
If there are any counters on Ridge, it does not untap. Remove a depletion counter from TRidge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Ridge. T: Add R to your mana pool and put a depletion counter on Ridge.						
Tolaria	LL	U	•	NLe		LG
T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.						
Tropical Island	LAN	R	•••••	JMy		A,B,U,R
T: Add G or U to your mana pool. Counts as a Forest and an Island.						
Tundra	LAN	R	•••••	JMy		A,B,U,R
T: Add U or W to your mana pool. Counts as an Island and a Plains.						
Underground River	LAN	R	••••	Nth		IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.						
Underground Sea	LAN	R	•••••	RAl		A,B,U,R
T: Add B or U to your mana pool. Counts as a Swamp and an Island.						
Unholy Citadel	LAN	U	•	MPo		LG
All your black legends may band with other legends.						
Urborg	LL	U	••	BWa		LG
T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
Urza's Mine	LAN	C	••	AMa		AQ,CH
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Power Plant	LAN	C	••	MTe		AQ,CH
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Tower	LAN	C	••	MPo		AQ,CH
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 3 to your mana pool.						
Veldt	LAN	R	••	BWa		IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.						
Volcanic Island	LAN	R	•••••	BSn		B,U,R
T: Add U or R to your mana pool. Counts as an Island and a Mountain.						
Wizards' School	LAN	U	••	PMo		HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.						

When Thirst comes into play, tap enchanted creature.
During your upkeep, pay 4 or bury Thirst.
Enchanted creature does not untap during its controller's untap phase.
The first of the Thousand Deaths.

Target creature gets +2/+0.
During each of its controller's upkeeps, put a -0/-1 counter on the creature. These counters remain even if Essence Flare is removed.
Never underestimate the power of the soul unleashed.

THIRST ESSENCE FLARE

Thirst and Essence Flare: No one can do much when they're dehydrated. You can demonstrate this cruel fact by slapping Thirst on one of your opponent's more obnoxious creatures. What's more, while that creature is busy drying up, you can encourage it to blow away by tacking on Essence Flare and watching it turn into a harmless crinkly little blob.

HEY!

Ever get confused by a Magic card or wacky card combo? Don't sweat it, we can answer any question. Just drop us a note at:

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151 Wells Avenue
Congers, NY 10920

or e-mail us at InQuestMag@aol.com

MAGIC: THE GATHERING: VISIONS

WIZARDS OF THE COAST–1996

Full Preview Set (25 cards)

BLACK

Dark Privilege EC C TKy B1 V
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate enchanted creature.

Necrosavant SC R JCo BBB3 V
3BB, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.

Urborg Mindsucker SC C TDi B2 V
B, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.

Vampirism EC U GLe B1 V
Draw a card at the beginning of the upkeep of the turn after Vampirism comes into play. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.

Wicked Reward INS C DAG B1 V
Sacrifice a creature: Target creature gets +4/+2 until end of turn.

BLUE

Knight of the Mists SC C U2 V
Flanking. When Knight of the Mists comes into play, pay U or bury target Knight. 2/2.

Ovinomancer SC U KWa U2 V
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. T, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.

Shrieking Drake SC C IMi U V
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.

Undo SOR C TNi UU1 V
Return two target creatures to owner's hand.

GOLD

Tempest Drake SC U GGr UW1 V
Flying. Attacking does not cause Tempest Drake to tap. 2/2.

GREEN

Bull Elephant SC C SWh G3 V
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.

Feral Instinct INS C UFr G1 V
Target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.

Giant Caterpillar SC C ZSa G3 V
G, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.

King Cheetah SC C TNi G3 V
You may choose to play King Cheetah whenever you could play an instant. 3/2.

Lichenthrope SC R BEg GG3 V
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these -1/-1 counters from Lichenthrope. 5/5.

RED

Goblin Recruiter SC U SKi R1 V
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order. 1/1.

Lightning Cloud ENC R JMa R3 V
R: Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.

Rock Slide INS C MKe RX V
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

Talruum Champion SC C PVe R4 V
First Strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.

Viashino Sandstalker SC U ARo RR1 V
Viashino Sandstalker is unaffected by summoning sickness. At the end of any turn, return Viashino Sandstalker to owner's hand. 4/2.

WHITE

Gossamer Chains ENC C SLu WW V
Return Gossamer Chains to owner's hand: Target uynblocked creature deals no combat damage this turn.

Jamuraan Lion SC C SGr W2 V
W, T: Target creature cannot block this turn. 3/1.

Peace Talks SOR U RRa W1 V
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

Warrior's Honor INS C DAG W2 V
All creatures you control get +1/+1 until end of turn.

LANDS

Undiscovered Paradise LAN R DOC V
T: Add one mana of any color to your mana pool./ At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

MAGIC: THE GATHERING: VISIONS

MAGIC: THE GATHERING: VISIONS

WIZARDS OF THE COAST–1996

Full Set (167 cards)

ARTIFACTS

- ❑ Anvil of Bogardan ..... ART ..... R
- ❑ Brass-Talon Chimera ..... AC ..... U
- ❑ Diamond Kaleidoscope ..... ART ..... R
- ❑ Dragon Mask ..... ART ..... U
- ❑ Helm of Awakening ..... ART ..... U
- ❑ Iron-Heart Chimera ..... AC ..... U
- ❑ Juju Bubble ..... ART ..... U
- ❑ Lead-Belly Chimera ..... AC ..... U
- ❑ Magma Mine ..... ART ..... R
- ❑ Maptopi Golem ..... AC ..... U
- ❑ Phyrexian Marauder ..... AC ..... R
- ❑ Phyrexian Walker ..... AC C
- ❑ Sands of Time ..... ART ..... R
- ❑ Sisay's Ring ..... ART C
- ❑ Snake Basket ..... ART ..... R
- ❑ Teferi's Puzzle Box ..... ART ..... R
- ❑ Tin-Wing Chimera ..... AC ..... U
- ❑ Triangle of War ..... ART ..... R
- ❑ Wand of Denial ..... ART ..... R

BLACK

- ❑ Aku Djinn ..... SC ..... R
- ❑ Blanket of Night ..... ENC ..... U
- ❑ Brood of Cockroaches ..... SC ..... U
- ❑ Coercion ..... SOR C
- ❑ Crypt Rats ..... SC C
- ❑ Dark Privilege ..... EC C
- ❑ Death Watch ..... EC C
- ❑ Desolation ..... ENC ..... U
- ❑ Fallen Askari ..... SC C
- ❑ Forbidden Ritual ..... SOR ..... R
- ❑ Funeral Charm ..... INS C
- ❑ Infernal Harvest ..... SOR C
- ❑ Kaervek's Spite ..... INS ..... R
- ❑ Necromancy ..... ENC ..... U
- ❑ Necrosavant ..... SC ..... R
- ❑ Nekrataal ..... SC ..... U
- ❑ Pillar Tombs of Aku ..... EW ..... R
- ❑ Python ..... SC C
- ❑ Suq'Ata Assassin ..... SC ..... U
- ❑ Tar Pit Warrior ..... SC C
- ❑ Urborg Mindsucker ..... SC C
- ❑ Vampiric Tutor ..... INS ..... R
- ❑ Vampirism ..... EC ..... U
- ❑ Wake of Vultures ..... SC C
- ❑ Wicked Reward ..... INS C

BLUE

- ❑ Betrayal ..... EC C
- ❑ Breezekeeper ..... SC C
- ❑ Chronatog ..... SC ..... R
- ❑ Cloud Elemental ..... SC C
- ❑ Desertion ..... INT ..... R
- ❑ Dream Tides ..... ENC ..... U
- ❑ Flooded Shoreline ..... ENC ..... R
- ❑ Foreshadow ..... INS ..... U
- ❑ Impulse ..... INS C
- ❑ Inspiration ..... INS C
- ❑ Knight of the Mists ..... SC C
- ❑ Man-o'-War ..... SC C
- ❑ Mystic Veil ..... EC C
- ❑ Ovinomancer ..... SC ..... U
- ❑ Prosperity ..... SOR ..... U
- ❑ Rainbow Efreet ..... SC ..... R
- ❑ Shimmering Efreet ..... SC ..... U
- ❑ Shrieking Drake ..... SC C
- ❑ Teferi's Realm ..... EW ..... R
- ❑ Three Wishes ..... INS ..... R
- ❑ Time and Tide ..... INS ..... U
- ❑ Undo ..... SOR C
- ❑ Vanishing ..... EC C
- ❑ Vision Charm ..... INS C
- ❑ Waterspout Djinn ..... SC ..... U

GOLD

- ❑ Army Ants ..... SC ..... U
- ❑ Breathstealer's Crypt ..... ENC ..... R
- ❑ Corrosion ..... ENC ..... R
- ❑ Femeref Enchantress ..... SC ..... R
- ❑ Firestorm Hellkite ..... SC ..... R
- ❑ Guiding Spirit ..... SC ..... R
- ❑ Mundungu ..... SC ..... U
- ❑ Pygmy Hippo ..... SC ..... R
- ❑ Righteous War ..... ENC ..... R
- ❑ Scalebane's Elite ..... SC ..... U
- ❑ Simoon ..... INS ..... U
- ❑ Squandered Resources ..... ENC ..... R
- ❑ Suleiman's Legacy ..... ENC ..... R
- ❑ Tempest Drake ..... SC ..... U
- ❑ Viashivan Dragon ..... SC ..... R

GREEN

- ❑ Bull Elephant ..... SC C
- ❑ City of Solitude ..... ENC ..... R
- ❑ Creeping Mold ..... SOR ..... U
- ❑ Elephant Grass ..... ENC ..... U
- ❑ Elven Cache ..... SOR C
- ❑ Emerald Charm ..... INS C
- ❑ Feral Instinct ..... INS C
- ❑ Giant Caterpillar ..... SC C
- ❑ Katabatic Winds ..... ENC ..... R
- ❑ King Cheetah ..... SC C
- ❑ Kyscu Drake ..... SC ..... U
- ❑ Lichenthrope ..... SC ..... R
- ❑ Mortal Wound ..... EC C
- ❑ Natural Order ..... SOR ..... R
- ❑ Panther Warriors ..... SC C
- ❑ Quirion Druid ..... SC ..... R
- ❑ Quirion Ranger ..... SC C
- ❑ River Boa ..... SC C
- ❑ Rowen ..... ENC ..... R
- ❑ Spider Climb ..... EC C
- ❑ Stampeding Wildebeests ..... SC ..... U
- ❑ Summer Bloom ..... SOR ..... U
- ❑ Uktabi Orangutan ..... SC ..... U
- ❑ Warthog ..... SC C
- ❑ Wind Shear ..... INS ..... U

RED

- ❑ Bogardan Phoenix ..... SC ..... R
- ❑ Dwarven Vigilantes ..... SC C
- ❑ Elkin Lair ..... EW ..... R
- ❑ Fireblast ..... INS C
- ❑ Goblin Recruiter ..... SC ..... U
- ❑ Goblin Swine-Rider ..... SC C
- ❑ Heart Wave ..... ENC ..... U
- ❑ Hearth Charm ..... INS C
- ❑ Hulking Cyclops ..... SC ..... U
- ❑ Keeper of Kookus ..... SC C
- ❑ Kookus ..... SC ..... R
- ❑ Lightning Cloud ..... ENC ..... R
- ❑ Mob Mentality ..... EC ..... U
- ❑ Ogre Enforcer ..... SC ..... R
- ❑ Raging Gorilla ..... SC C
- ❑ Relentless Assault ..... SOR ..... R
- ❑ Rock Slide ..... INS C
- ❑ Solfatara ..... INS C
- ❑ Song of Blood ..... SOR ..... R
- ❑ Spitting Drake ..... SC ..... U
- ❑ Suq-Ata Lancer ..... SC C
- ❑ Talruum Champion ..... SC C
- ❑ Talruum Piper ..... SC ..... U
- ❑ Tremor ..... SOR C
- ❑ Viashino Sandstalker ..... SC ..... U

WHITE

- ❑ Archangel ..... SC ..... R
- ❑ Daraja Griffin ..... SC ..... U
- ❑ Equipoise ..... ENC ..... R
- ❑ Eye of Singularity ..... EW ..... R
- ❑ Freewind Falcon ..... SC C
- ❑ Gossamer Chains ..... ENC C
- ❑ Honorable Passage ..... INS ..... U
- ❑ Hope Charm ..... INS C
- ❑ Infantry Veteran ..... SC C
- ❑ Jamuraan Lion ..... SC C
- ❑ Knight of Valor ..... SC C
- ❑ Longbow Archer ..... SC ..... U
- ❑ Miraculous Recovery ..... INS ..... U
- ❑ Parapet ..... ENC ..... U
- ❑ Peace Talks ..... SOR ..... U
- ❑ Relic Ward ..... EA ..... U
- ❑ Remedy ..... INS C
- ❑ Resistance Fighter ..... SC C
- ❑ Retribution of the Meek ..... SOR ..... R
- ❑ Righteous Aura ..... ENC C
- ❑ Sun Clasp ..... EC C
- ❑ Teferi's Honor Guard ..... SC ..... U
- ❑ Tithe ..... INS ..... R
- ❑ Warrior's Honor ..... INS C
- ❑ Zhalfirin Crusader ..... SC ..... R

LANDS

- ❑ Coral Atoll ..... LAN ..... U
- ❑ Dormant Volcano ..... LAN ..... U
- ❑ Everglades ..... LAN ..... U
- ❑ Griffin Canyon ..... LAN ..... R
- ❑ Jungle Basin ..... LAN ..... U
- ❑ Karoo ..... LAN ..... U
- ❑ Quicksand ..... LAN ..... U
- ❑ Undiscovered Paradise ..... LAN ..... R

VISIONS CHECKLIST

Key

* Restricted
\- Banned
1 Restricted in type 1 only
2 Banned in type 1 only
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SL Summon Legend
SOR Sorcery

InQuest players guide

BATTLETECH
WIZARDS OF THE COAST–1996

Full Set (293 cards including all variants)

COMMANDS

Name	Type	Cost	AR	ST	Rarity
Description					
Aerospace Fighter Mission	—	6, 5P	—	—	C
Scrap when revealed. Deal 5 damage divided any way you choose among any number of 'Mechs and/or sites.					
Alex Mallory	Dav	3, 3T, 3P	3	1	R
Unique. T: Look at opponent's hand and choose a card. Opponent restocks that card and draws a card. Use only during your Missions phase but not during a mission. Scrap Alex Mallory to roll a die: 1-6, gain +(1-6) resources. Use only during your Deploy phase.					
Ambush!	Sub	4, 4T	—	—	C
Scrap when revealed. Reveal Ambush! when opponent attacks. Deal 1 damage to each attacking 'Mech for each 1 construction counter above the cost of Ambush! Use this effect only during a mission.					
Arms Reduction	—	3, 8P	—	—	R
Scrap when revealed. Players cannot spend more than RR on construction each turn until any one player pays 5, 3P during his or her Deploy phase.					
Arrow IV Battery	Art	1, 1L, 1M	0	3	U
T: Deal 1 structure damage to one site. Use this ability only during your Missions phase but not during a mission.					
Battalion Support	—	3, 4L	2	1	U
Put 5 counters on this card. During your Deploy, you may pay R for each counter you move to another site. Each counter adds +1 attack to that site. When site is damaged, opponent may redirect 1 damage to a counter for each counter on site, scrapping those counters.					
Bearer of McKennsy Hammer	Ste	2, 2T	—	—	R
Pilot: +1 initiative. When 'Mech attacks or blocks, roll a die: 1-3, no effect; 4-6, untap that 'Mech at end of current mission.					
Bjorn Jorgensson	Gho	3, 3T	—	—	R
Pilot. 'Mech deals +5 damage to any target other than a 'Mech.					
Candace Liao	Ive	4, 2P	4	2	R
Unique. If Candace Liao is in play, all Subterfuge cards that are revealed are scrapped with no effect.					
Caught in Hangar	—	2, 4T	—	—	C
Scrap when revealed. Reveal during your Missions phase but not during a mission. Choose a 'Mech opponent controls. That 'Mech may be attacked, regardless of its speed.					
Chaparral Missile Tank	Art	1, 2L, 2M	0	3	U
T: Deal 1 structure damage to one 'Mech. Use only during battle.					
Combat Engineers	Enh	3, 3L, 2M	—	—	U
Play only on a site. The site gets +2 attack. When that site is damaged, attacker may choose to redirect 4 of that damage to Infantry Support, scrapping it. You may move Combat Engineers to a different site during your Deploy phase. Playing Combat Engineers does not count as a deployment if revealed the turn you play it.					
Communications Blackout	—	0	—	—	U
Scrap when revealed. Until the beginning of your next turn, no player may play Mission cards.					
ComStar Bank Account	Res	0, 2A	1	5	U
T: Put a deposit counter on ComStar Bank Account. Use only during your Deploy phase. T: R, plus R for each deposit counter you remove from ComStar Bank Account.					
Contract with Gray Death Legion	Mer	1, 6P	2	4	R
Unique. T: One of your 'Mechs gets +3 attack and +2 armor. Use only during a mission. If that 'Mech receives 5 or more damage, scrap Contract. During your Repair/Reload phase, pay 1, 2P or tap Contract and choose an opponent. That opponent gains control of Contract.					
Contract with Wolf's Dragoons	Mer	5, 6P	2	4	R
Unique. T: One of your Mechs gets +4 attack and +4 armor. Use only during a mission. If that 'Mech receives 5 or more damage, scrap Contract. During your Repair/Reload phase, pay 1 2P or tap Contract and choose an opponent. That opponent gains control of Contract.					
Coventry Metal Works	Ste	0, 2P	4	2	V
Munitions. T: R. T: Reroll one of your missile die rolls.					
Culling	Jad	3, 3P	—	—	R
Scrap and remove from game when revealed. Restock the top card from your Scrapheap for each 3 construction above the cost of Culling.					
Death Commando Strike	Lia	5, 6P	—	—	R
Scrap when revealed. Scrap one card in play other than a 'Mech.					
DEST Pilot	Kur	3, 4T	—	—	R
Pilot. +1 initiative, +2 attack. If 'Mech piloted by DEST Pilot is scrapped, roll a die: 1-4, no effect; 5-6, return DEST Pilot to your hand.					
Dropship Site	—	0, 2L, 6P	0	6	U
R, T: Draw a card. Use this ability only during your Draw phase.					
Effective Groundwork	—	5, 5L	—	—	U
Scrap when revealed. Choose a site. Double the damage dealt to that site this turn.					
Elemental Point	Cla	0, 2A	1	1	U
Attack Value: 2. Elemental Point attacks and blocks with a 'Mech. The speed of Elemental Point is the same as the 'Mech with which it attacks or blocks.					
Elias Crichell	Jad	3, 6P	3	2	R
Unique. T: Untap up to two resources. Use only during your Deploy phase.					
Elite Infantry	Enh	0, 4L, 1M	—	—	R
Play only on a site. The site gets +1 attack. When that site is damaged, attacker may choose to redirect 5 of that damage to Elite Infantry, scrapping it. You may move Infantry to a different site during your Deploy phase. Playing Infantry does not count as a deployment if revealed the turn you play it.					
Elite MechWarrior	—	1, 2T	—	—	U
Pilot. +1 initiative, +1 attack. If 'Mech piloted by Elite MechWarrior is fast, it cannot be blocked except by a fast 'Mech guarding the target.					
Evantha Fetladral	Wol	0, 2T	3	1	R
Unique. T: +1 initiative and choose a 'Mech. That 'Mech gets +1 attack. Use this ability only during a mission.					
Expert 'Mech Technicians	Res	2, 2L	1	6	C
T: R. T: Scrap a card from your hand and choose a 'Mech. Untap that 'Mech at the end of your turn. Use only during your Missions phase but not during a mission.					
Extra Armor Plating	Enh	0, 2A	—	—	C
Play only on a 'Mech. Scrap to prevent up to 2 damage to that 'Mech. Use this only during a mission. Does not count as a deployment if revealed the turn you play it. Draw a card when revealed.					
Ferro-Fibrous Armor	Enh	0, 2A	—	—	C
Play only on a 'Mech. Add +1 to that 'Mech's armor. Does not count as a deployment if revealed the turn you play it. Draw a card when you reveal Ferro-Fibrous Armor.					
Galen Cox	Ste	1, 5T	—	—	R
Pilot. If 'Mech piloted by Galen is faster than attacking 'Mech opponent controls, 'Mech may block while tapped.					
Gray Death Pilot	Mer	0, 2T	—	—	U
Pilot. +3 initiative. Prevent 1 damage to 'Mech piloted by Gray Death Pilot. Use this ability only during a mission.					
Grayson Death Carlyle	IS	4, 8P	2	7	R
Unique. T: Your 'Mechs may block during current mission, regardless of their speed. Use this ability before assigning blockers.					
Guerrilla Support	Ope	3, 6T	4	9	R
Put three operation counters on Guerrilla Support when it is revealed. Remove an operation counter at the beginning of your turn. When the last counter is removed, scrap Guerrilla Support and opponent scraps a card at the beginning of his or her turn until end of game.					
Hanse Davion "The Fox"	Dav	6, 6P	5	1	R
Unique. Provides Tactics. For each Resource card scrapped from opponent's Stockpile, gain one resource at the beginning of your next Deploy phase. T: +1 initiative. Use this ability only during a mission.					
Heavy Industry	Res	0	4	1	V
Munitions. T: RR. Using this ability counts as one of your deployments.					
Helicopter Support	IS	1, 4T	—	—	C
Cannot be attacked. t: Deal 1 damage to one engaged 'Mech opponent controls or one target and roll a die: 1-3, scrap Helicopter Support; 4-6, untap Helicopter Support. Use this ability only during battle.					
Holographic Decoy	Sub	0, 2A, 6P	—	—	C
Scrap when revealed. Tap one 'Mech for each 3 construction above the cost of Holographic Decoy.					
Hovertank Detachment	IS	2, 4T	—	—	C
Cannot be attacked. T: Deal 1 damage to one engaged 'Mech opponent controls or one target and roll a die: 1-2, scrap Hovertank Detachment; 3-4, no effect; 5-6, untap Hovertank Detachment. Use this ability only during battle.					
Infantry Platoon	Enh	0, 3L	—	—	U
Play only on a site. Enhanced site gets +1 attack. When that site is damaged, attacker may choose to redirect 3 of that damage to Infantry Platoon, scrapping it. Scrap to prevent 1 damage to the site it enhances. Use this ability only during a mission. You may move Platoon to a different site during your Deploy phase. Does not count as a deployment if revealed the turn you play it.					
Inside Job	Sub	0, 6P	—	—	C
Scrap when revealed. Choose one of your 'Mechs. If that 'Mech attacks alone, it cannot be blocked this turn.					
ISF Counterespionage	Kur	0	—	—	R
Scrap when revealed. Reveal only when opponent reveals a Subterfuge card. That card is crapped with no effect.					
Jaime Wolf	Dra	4, 5T	—	—	R
Unique. Pilot: +2 initiative. 'Mech gets +1 attack for each other 'Mech in its group. During your draw phase, you may pay R and scrap a card from your Stockpile. If that card is a 'Mech, put it into your hand. You may repeat this process as often as you wish.					
Justin Xiang Allard	Dav	3, 9P	1	4	R
Unique. T: Look at the top card of opponent's Stockpile. You may choose to have opponent restock that card.					
Kai Allard-Liao	Dav	5, 7T	—	—	R
Unique. Pilot: +3 initiative, +3 attack. Prevent up to 2 damage to each 'Mech in a group that includes Kai. When 'Mech attacks or blocks, you may reveal the top card of your Stockpile. If that card is a Mission card, put it into your hand. If it is not a Mission card, restock it.					
Kamikaze Mechwarrior	Kur	2, 2T	—	—	U
Pilot: +1 initiative. If this 'Mech is faster than engaged 'Mech opponent controls, you may scrap this 'Mech and roll two dice: 2-12, deal +(2-12) damage to engaged 'Mech opponent controls. Use this ability only during a mission.					
Kell Hound Pilot	Mer	0, 3T	—	—	U
Pilot: +1 initiative, +1 attack.					

ELITE MECHWARRIOR
Command
Pilot: +1 initiative, +1 attack
If 'Mech piloted by Elite MechWarrior is fast, it cannot be blocked except by a fast 'Mech guarding the target.
"Tai + Shin Yodama's service record proves that social privilege and a prestigious education are not required elements in the making of an elite MechWarrior."
–Kamrei Theodore Kurita, Luthien, 20 May 3052
+1

EXPERT 'MECH TECHNICIANS
Command • Resource
: Scrap a card from your hand and choose a 'Mech. Untap that 'Mech at end of your turn. Use this ability only during your Missions phase but not during a mission.
1 6

ELITE MECHWARRIOR EXPERT 'MECH TECHNICIANS

Elite MechWarrior and Expert 'Mech Technicians: The Elite MechWarrior pilot can make a juggernaut out of any fast 'Mech. Problem is, most fast 'mechs are easy to kill and after attacking your opponent's stockpile, they'll be easy prey. Use Expert 'Mech Technicians to untap your super-speed 'Mechs before your opponent has a chance to hunt it down like the dog that it is.

Name / Description	Type	Cost	AR	ST	Rarity
Lance Commander	IS	0, 3T	—	—	U
Pilot: +2 initiative. Prevent 1 damage to any 'Mech in a group that includes Lance Commander. Use this ability only during a mission.					
Leo Showers	Cla	3, 5P	4	1	R
Unique. T: Draw a card. Use only during your Draw phase.					
Long Range Targeting System	Enh	0, 4A	—	—	C
Play only on a 'Mech. That 'Mech deals one-half its non-missile damage (rounded down) to the target it is attacking, even if it is blocked. Does not count as a deployment if revealed the turn you play it.					
Long Tom Battery	Art	4, 4L, 4M	0	3	U
T: Deal 3 damage to one site. Use this ability only during your Missions phase but not during a mission.					
Maneuvering Ace	—	0, 3T	—	—	U
Pilot: +1 initiative. 'Mech may attack and block as if one speed faster. If 'Mech is already a fast 'Mech, it cannot be blocked except by 'Mechs guarding the target.					
Manipulation of Romano	Lia	3, 6P	—	—	R
Subterfuge. Scrap when revealed. Tap all guarding 'Mechs.					
Marik Arms Trade	Mar	1, 2M	5	1	V
Munitions. Unique. T: R. T: Marik Arms Trade deals 1 damage to attacking 'Mech. Use only during a mission.					
Marissa Morgan	Mar	1, 3T	3	1	R
Unique. T: +1 initiative and choose one of your 'Mechs. Prevent up to 2 damage to that 'Mech. Use only during a mission.					
MASC	Enh	0, 3A	—	—	U
Play only on a 'Mech. -1 attack: Prevent up to 2 damage. Use this ability only during a mission. Does not count as a deployment if revealed the turn you play it.					
Maskirovka Operatives	Lia	2, 4P	3	1	R
Subterfuge. Scrap when revealed unless revealed during your Deploy phase. T: Tap a 'Mech opponent controls. Use this ability only during your Missions phase but not during a mission.					
Master Spy	Sub	1, 2L, 2P	1	4	C
R, T: Search your stockpile and retrieve a card of your choice instead of drawing a card. Any other player may ask to see this card. If that card is revealed in this way and it is a Subterfuge card, that play scraps two cards from his or her Stockpile. If it is not a Subterfuge card, scrap the card and five additional cards from your Stockpile. Use only during your Draw phase.					
Maverick Mechjock	—	0, 3T	—	—	U
Pilot: +2 initiative, +2 attack. 'Mech cannot attack or block in a group.					
Melissa Steiner Davion	Ste	2, 2P	4	1	R
Unique. T: Scrap a card from your hand to return one card from your Scrapheap to your hand. Use only during your Deploy phase.					
Mislabeled Drop Boxes	Sub	0, 2P	—	—	U
Scrap when revealed. Reveal the top card from a player's Stockpile until next 'Mech is revealed. Replace one of that player's cards under construction with that 'Mech. Replaced card and all other cards revealed in this way are shuffled into that player's Stockpile. If you do not reveal a 'Mech in this way, all cards revealed are shuffled into that player's Stockpile.					
Misrouted Command	Sub	3, 6P	—	—	C
Scrap when revealed. Tap one 'Mech and put three diversion counters on it. If there are any counters on that 'Mech, it does not untap. Instead, remove a diversion counter any time that 'Mech would normally untap.					
Mobile HQ	Res	0, 2L	4	1	C
Tactics. T: R. Mobile HQ cannot be attacked by slow 'Mechs.					
Morgan Hasek-Davion	Dav	4, 4T	1	3	R
Unique. T: +1 initiative and each attacking 'Mech gets +1 attack. Use this ability only during a mission.					
Morgan Kell	Mer	4, 5T	—	—	R
Unique. Pilot: +2 initiative. If 'Mech piloted by Morgan Kell attacks alone, it cannot be blocked and at end of mission put Morgan Kell into your hand.					
NAIS	Dav	3	4	1	V
Tactics. T: R. T: Add +1 to one of your die rolls. Use this ability immediately after rolling the die roll.					
Natasha Kerensky	Wol	5, 5T	—	—	R
Unique. Pilot: +3 initiative, +3 attack. If 'Mech piloted by Natasha Kerensky is scrapped, roll a die: 1-4, no effect; 5-6, return Natasha to your hand.					
Navigation Computer	Enh	0, 3A	—	—	U
Play only on a 'Mech. That 'Mech cannot be blocked by patrolling 'Mechs that are the same speed. Does not count as a deployment if revealed the turn you play it.					
Open Supply Lines	Ope	0, 4P	2	6	R
Put three counters on Open Supply Lines when it is revealed. Remove a counter at the beginning of your turn. When the last counter has been removed, scrap Open Supply Lines and draw an additional car at the beginning of your Draw phase until end of game.					
Operation Advisory Council	Res	2, 2L	1	5	U
RR, T: Gain as many resources as you have different assets in play.					
Perimeter Alarm	Enh	2, 2A, 4L	—	—	R
Play only on a site. Patrolling 'Mechs may block attacks against the site Perimeter Alarm enhances, regardless of their speed. Does not count as a deployment if revealed the turn you play it.					
Phantom Signal	—	1, 3A, 2L	—	—	U
T: Roll a die: 1-2, current attack is redirected to Phantom Signal; 3-6, no effect. Use this ability only before assigning blockers.					
Phelan	Wol	3, 4P	4	2	R
Unique. T: +1 initiative. Use only during a mission. T: Restock a card you have just draw and draw another card. Use only during your draw phase. Scrap Phelan from play to restock three cards, in any order, from the top of your Scrapheap.					
Point Defense System	Enh	0, 2A, 2L	—	—	C
Play only on a site. Prevents all missile damage to that site. When that site is damaged, attacker may choose to redirect 4 of that damage to Point Defense System, scrapping it. Does not count as a deployment if revealed the turn you play it.					
Report from the Watch	Wol	0, 3P	—	—	R
Subterfuge. Scrap when revealed. Look at the top five cards of any Stockpile. Either return those cards in any order or shuffle those cards into that Stockpile.					
Retrieve Lost 'Mech	Ope	2, 4A	2	6	U
Put three counters on Retrieve Lost 'Mech when it is revealed. Remove a counter at the beginning of your turn. When the last counter has been removed, scrap Retrieve Lost 'Mech and return a 'Mech from your Scrapheap to play under your control with damage counters equal to one less than that 'Mech's structure.					
Retrofitted Laser System	Enh	1, 4M	—	—	U
Play only on a 'Mech with a base attack of at least 1. That 'Mech has -1 attack and Overheat 2: +3 attack. Does not count as a deployment if revealed the turn you play it.					
Retrofitted Missile Rack	Enh	2, 3M	—	—	U
Play only on a 'Mech with a base attack of at least 1. That 'Mech has -1 attack and Missile 2. Does not count as a deployment if revealed the turn you play it.					
Romano Liao	Lia	0, 2P	4	2	R
Unique. T: Reveal the top card of opponent's Stockpile. If it is a Resource card, your opponent deploys it immediately. If it is not a Resource card, scrap it. Use only during your Missions phase but not during a mission.					
Rookie Pilot	—	2, 6P	—	—	R
Pilot: -3 attack. Play only on a 'Mech opponent controls that does not currently have a pilot. Cannot be reassigned.					
Sabotage 'Mech	Sub	1, 5P	—	—	C
Scrap when revealed. Deal 1 damage to one 'Mech for each 2 construction above the cost of Sabotage.					
Sabotaged Heat Sinks	IS	0, 5P	—	—	R
Subterfuge. Scrap when revealed. Reveal when a 'Mech overheats. Deal triple Overheat damage to that 'Mech. Draw a card when revealed.					
Sabotaged Missiles	IS	0, 5P	—	—	R
Subterfuge. Scrap when revealed. Reveal when a 'Mech assigns missiles. Those missiles deal double damage to that 'Mech instead of dealing damage to their targets. Draw a card when revealed.					

STEAL 'MECH
4
6P
Command • Subterfuge • Inner Sphere
Scrap Steal 'Mech when it is revealed. Choose a 'Mech opponent controls. You and that opponent each hide a number of counters. Reveal those counters. If you reveal more counters, you gain control of that 'Mech and scrap cards from your Stockpile equal to twice your number of counters. If your opponent has more counters, opponent scraps cards from his or her Stockpile equal to his or her number of counters and controls that 'Mech.
Illus. Dan Frazier
STEAL 'MECH

Steal 'Mech: Instead of offering a tip here, we'd like to pose a question. It's clear what happens when you have more counters than your opponent, and it also says what happens when your opponent has more counters than you. But what if you and your opponent have the *same* number of counters?! Gee...guess the designers never thought of that...

Name / Description	Type	Cost	AR	ST	Rarity
SAFE Report	Mar	0	—	—	R
Subterfuge. Scrap when revealed. Look at opponent's hand and draw a card.					
Salvage Strike Crew	—	2, 2L	—	—	U
Scrap when revealed. Return a card from your Scrapheap to your hand.					
Saturation Bombing	—	2, 7P	—	—	C
Scrap when revealed. Deal 1 damage to one site for each 2 construction above the cost of Saturation Bombing.					
Scrounger Crew	Res	1	3	1	V
T: Scrap a card from your Stockpile to gain RR.					
Shady Business	Sub	5, 2L, 5P	—	—	U
Scrap when revealed. Hide up to nine counters. If opponent guesses the number you have hidden, scrap that many cards from your Stockpile. Otherwise, opponent scraps that many cards from his or her Stockpile. Scrap a card from your Stockpile at the beginning of each of your turns until end of game.					
Silver Sunburst Pilot	Dav	0, 2T	—	—	R
Pilot: +1 initiative. Roll a die: 1-3, 'Mech piloted by Silver Sunburst Pilot gets +(1-3) attack; 4-6, no effect. Use only during a mission.					
Specialized Project Team	Res	0	1	7	C
T: R. Scrap Specialized Project Team to draw a card. Use this ability only during your Deploy phase.					
Steal 'Mech	IS	4, 6P			R
Subterfuge. Scrap when revealed. Choose a 'Mech opponent controls. You and opponent hide a number of counters. Reveal those counters. If you reveal more counters, you gain control of that 'Mech and scrap cards from your Stockpile equal to twice your number of counters. If your opponent has more counters, opponent scraps cards from his or her Stockpile equal to his or her number of counters and keeps control of the 'Mech.					
Subhash Indrahar	Kur	1, 6P	4	2	R
Unique. T: You may claim a card you have just drawn is a Subterfuge card and draw an additional card. If opponent challenges this claim, reveal the first card. If that card is a Subterfuge card, opponent scraps five cards from his or her Stockpile. If it is not a Subterfuge card, you scrap both drawn cards. Use only during your draw phase.					
Sun Zhang Mechwarrior Academy	Kur	2	5	2	V
Tactics. T: R. T: +1 initiative. Use this ability only during a mission.					
Support: Assembly	Res	0	4	3	V
Assembly. T: R. [Three Versions.]					
Support: Logistics	Res	0	4	3	V
Logistics. T: R. [Three Versions.]					
Support: Munitions	Res	0	4	3	V
Munitions. T: R. [Three Versions.]					
Support: Politics	Res	0	4	3	V
Politics. T: R. [Three Versions.]					
Support: Tactics	Res	0	4	3	V
Tactics. T: R. [Three Versions.]					
Takashi Kurita	Kur	5, 6P, 3T	4	2	R
Unique. +1 initiative. Opponents cannot attack more than once per turn. Attacks that target Takashi Kurita do not count toward this limit.					
Teachings of the Unfinished Book	Dav	0	—	—	R
Scrap when revealed. +2 initiative until beginning of your next turn.					
Theodore Kurita	Kur	3, 5T	4	2	R
Unique. T: You may make one additional deployment this turn. Use only during your Deploy phase.					
Think Tank	Res	0	5	1	V
T: R. Scrap to gain A, L, M, P, or T until end of turn.					
Thomas Marik	Mar	4, 6P	4	2	R
Unique. T: +1 initiative. T: Draw a card. Use only during your Draw phase.					
Treachery!	Sub	1, 6P	—	—	C
Scrap when revealed. Next turn, each 'Mech opponent controls that is able to attack your Stockpile must do so.					
Tsen Shang	Lia	0, 3P	1	3	R
Unique. T: Restock a card from your hand and draw a card. Use only during your Draw phase.					
Veteran MechWarrior	—	1, 2T	—	—	C
Pilot: +1 initiative. Untap 'Mech piloted by Veteran MechWarrior at end of your turn.					
Victor Steiner-Davion	Dav	5, 6T	5	2	R
Unique. Pilot. 'Mech piloted by Victor cannot attack or block alone. Each 'Mech in his group gets +2 attack.					
Wolf's Dragoons Pilot	Mer	1, 4T	—	—	U
Pilot: +2 initiative, +1 attack.					

'MECHS

Name / Description	Aff	Cost	AR	ST	FG	SP	Rarity
Assassin, ASN-21	IS	0, 1A, 1M	0	4	1	F	U
Jump.							
Atlas, AS7-D	IS	7, 1L	3	11	3	S	C
Missile 1. Alpha Strike: +2 attack.							
Atlas, AS7-K	Kur	7, 2A, 2L, 1M	3	11	2	S	R
Missile 1. Overheat 4: +4 attack. Anti-missile.							
Awesome, AWS-8Q	IS	6	3	10	4	S	C
If the Awesome attacks and is blocked, it may deal 1 of its damage to the intended target.							
Awesome, AWS-9M	Mar	7, 1A	3	10	4	S	C
Overheat 2: +2 attack.							
Axman, AXM-1N	Dav	6	3	6	4	S	R
Alpha Strike: +2 attack. Jump. If Axman blocks or is blocked by at least one slow 'Mech, Axman deals +1 damage to one of those slow 'Mechs.							
Banshee, BNC-3E	IS	4	3	9	2	S	U
Banshee, BNC-5S	Dav	8, 2A	3	9	5	S	C
Overheat 4: +3 attack.							
Black Hawk A, Nova	Omn	7, 1A, 1M, 1T	1	7	5	M	C
Overheat 2: +2 attack. Jump. Anti-missile.							

Key

Aff	Affiliation	Cla	Clan	Enh	Enhancement	IS	Inner Sphere	Kur	Kurita	Mer	Mercenary	Res	Resource	ST	Structure	Wol	Wolf
AR	Armor	Dav	Davion	FG	Fighting	Ive	St. Ives	Lia	Liao	Omn	Omni	Smo	Smoke Jaguar	Ste	Steiner		
Art	Artillery	Dra	Wolf's Dragoons	GB	Ghost Bear	Jad	Jade Falcons	Mar	Marik	Ope	Operation	SP	Speed	Sub	Subterfuge		

players guide

Name / Description	Aff	Cost	AR	ST	FG	SP	Rarity
Black Hawk B, Nova	Omn	5	1	7	4	M	C
Jump. If Black Hawk attacks and is blocked, it may deal 1 of its damage to the intended target.							
Black Hawk D, Nova	Omn	2, 3A	1	7	0	M	C
Missile 2. Jump.							
Black Hawk Prime, Nova	Omn	13, 1L, 2M	1	7	7	M	C
Overheat 4: +6 attack. Jump.							
Black Knight, BL6-KNT	IS	5, 2A	2	8	3	S	U
Overheat 3: +3 attack.							
Blackjack, BJ2	Dav	3, 2A	1	6	3	S	C
Overheat 1: +1 attack. Jump.							
Caesar, CES-3R	Dav	4, 2A, 1M	2	6	5	S	C
Cataphract, CTF-3D	Lia	5	2	6	4	S	U
Alpha Strike: +1 attack. Jump.							
Catapult, CPLT-C3	Lia	5	2	6	3	S	C
Overheat 2: +2 attack. Jump. T: Deal 1 damage to 'Mech or target. Use this ability only during a mission.							
Centurion, CN9-A	IS	2	1	6	2	M	C
Alpha Strike: +1 attack							
Centurion, CN9-D	IS	2, 2A	1	6	2	M	U
Alpha Strike: +2 attack.							
Charger, CGR-1A1	Kur	1, 1A, 1P	1	7	1	M	U
Cicada, CDA-2A	IS	0, 1A	0	3	1	F	C
Cicada, CDA-3M	Mar	1, 1A	0	3	2	F	C
Clint, CLNT-2-3T	IS	1, 1A	1	3	2	M	U
Jump.							
Clint, CLNT-2-3U	Lia	1, 3A	1	3	2	M	U
Overheat 2: +1 attack. Jump.							
Commando, COM-2D	Ste	0, 1A, 1M	1	2	2	M	C
Crockett, CRK-5003-1	IS	7, 2A	3	9	5	S	U
Overheat 1: +1 attack. Jump.							
Cyclops, CP 11-A	IS	4, 1A	1	7	4	S	C
Alpha Strike: +1 attack.							
Daishi A, Dire Wolf	Smo	17,5A,5L,5M	4	11	12	S	R
Anti-missile. If Daishi A attacks and is blocked, it may deal up to 4 of its damage to the target.							
Dasher C, Fire Moth	Gho	0, 1A	0	2	0	F	U
Missile 1. Anti-missile. If Dasher C is fully constructed when you reveal it, you may immediately place it in your patrol region.							
Dasher D, Fire Moth	Gho	4, 2A, 1M, 1T	0	2	3	F	C
Overheat 1: +3 attack. If Dasher D is fully constructed when you reveal it, you may immediately place it in your patrol region.							
Dasher Prime, Fire Moth	Omn	2, 2A	0	2	3	F	C
If Dasher Prime is fully constructed when you reveal it, you may immediately place it in your Patrol region.							
Dervish, DV-6M	IS	3	1	5	1	M	C
Missile 1, Overheat 2: +1 attack. Jump.							
Dervish, DV-7D	Dav	3, 1A	1	6	2	M	C
Missile 1. Jump.							
Dragon, DRG-1N	Kur	2, 1A	1	7	2	M	C
Dragonfly A, Viper	Gho	6, 3A, 1M	1	5	4	F	R
Overheat 2: +2 attack. Jump.							
Dragonfly B, Viper	Gho	4, 1A	1	5	3	F	U
Overheat 2: +1 attack. Jump.							
Dragonfly C, Viper	Gho	4, 2A	1	5	3	F	U
Jump. AP (Dragonfly C deals +1 damage to any target other than a 'Mech).							
Dragonfly D, Viper	Gho	5, 1A	1	5	4	F	U
Jump.							
Dragonfly Prime, Viper	Omn	3, 2A, 1M, 2T	1	5	3	F	U
Jump. Anti-missile.							
Enforcer, ENF-4R	Dav	2, 1A	1	6	2	S	C
Alpha Strike: +1 attack. Jump.							
Enforcer, ENF-5D	Dav	2, 1A, 1M	1	7	2	M	C
Alpha Strike: +1 attack. Jump.							
Exterminator, EXT-4D	IS	3, 1A, 1M	1	7	3	M	U
Jump. Anti-missile.							
Falcon, FLC-4P	Dra	0, 1A, 1M	0	3	1	M	U
Jump. Anti-missile.							
Fenris A, Ice Ferret	Omn	3	1	6	2	F	U
Anti-missile.							
Fenris C, Ice Ferret	Wol	2, 3A	1	6	1	F	C
Missile 1.							
Fenris D, Ice Ferret	Wol	6,2A,1M,1T	1	6	5	F	C
Anti-missile.							
Fenris Prime, Ice Ferret	Omn	3,1A,1M,1T	1	6	3	F	C
Firestarter, FS9-H	IS	0,2A,1T	1	3	1	M	C
Overheat 1: +1 attack. Jump.							
Firestarter, FS9-S	IS	1, 1A	1	3	1	M	R
Overheat 1: +1 attack. Jump. Anti-missile.							
Flashman, FLS-8K	IS	8	2	8	4	M	R
Overheat 3: +3 attack. Anti-missile.							
Flea, FLE-17	Dra	1; 2L	0	2	1	M	U
Overheat 1: +1 attack. Jump.							
Gladiator A, Executioner	Gho	12, 2L, 2M	3	10	8	S	U
Overheat 4: +3 attack. Jump.							
Gladiator B, Executioner	Gho	8, 1A, 3M, 1T	3	10	6	S	R
Jump. Anti-missile.							
Gladiator C, Executioner	Gho	8, 1A, 1M	3	10	6	S	U
Missile 1. Alpha Strike: +1 attack. Jump.							
Gladiator Prime	Omn	9	3	10	6	S	C
Jump. If Gladiator Prime attacks and is blocked, it may deal up to 2 of its damage to the target.							
Grand Dragon, ORG-5K	Kur	4	2	6	3	M	C
Overheat 2: +1 attack.							
Grasshopper	IS	4	2	8	3	S	C
Jump.							
Guillotine, GLT-5M	Mar	4, 2A	2	7	4	S	R
Jump.							

Name / Description	Aff	Cost	AR	ST	FG	SP	Rarity
Loki Prime, Hellbringer	Omn	12,1A,2L,2M,3T	1	5	6	M	U
Overheat 5: +6 attack. Anti-missile. ECM. AP.							
Mad Cat A, Timber Wolf	Wol	14	2	9	9	M	U
Overheat 1: +1 attack.							
Mad Cat B, Timber Wolf	Wol	9, 1A, 1M	2	9	7	M	U
Mad Cat C, Timber Wolf	Wol	11,4A,1M,1T	2	9	5	M	R
Missile 1. Overheat 2: +3.							
Mad Cat D, Timber Wolf	Wol	13, 4A, 4M	2	9	7	M	U
Wol							
Mad Cat Prime, Timber Wolf	Omn	15, 2L	2	9	7	M	C
Missile 2, Overheat 3: +3 attack.							
Man O' War A, Gargoyle	Wol	12, 3M	3	7	6	M	R
Overheat 4: +5 attack.							
Man O' War B, Gargoyle	Wol	5, 2A	3	7	4	M	R
Man O' War C, Gargoyle	Wol	14, 4M	3	7	9	M	R
Alpha Strike: +3 attack.							
Man O' War Prime, Gargoyle	Omn	5, 2A	3	7	4	M	C

PUMA C Adder
4
2A 2T
Mech • Clan • Omni
Missile 2
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)
With missiles, this 'Mech can muster a withering fusillade.
1 5
Illus. Jim Pavelec
2

NAIS
3
Command • Resource • Inner Sphere • Davion
: Add +1 to one of your die rolls. Use this ability immediately after rolling the die roll.
Tactics (If you have Tactics in play, add +1 to your initiative)
T
4 1
Illus. Christina Wald

PUMA C NAIS

Puma C and NAIS: With this combo you're almost sure to do some serious missile damage. Combined with munitions, Puma's NARC ability and the NAIS' ability to raise a die roll by one give you the ability to do at least 3 missile damage almost 80% of the time. Take that, you evil stockpile!

Name / Description	Aff	Cost	AR	ST	FG	SP	Rarity
Hatamoto-chi, HTM-27T	Kur	4	3	8	3	S	U
Overheat 2: +1 attack.							
Hatchetman, HCT-3F	Dav	2, 1A	1	4	3	S	C
Jump. If Hatchetman blocks or is blocked by at least one slow 'Mech, Hatchetman deals +1 damage to one of those slow 'Mechs.							
Hatchetman, HCT-5S	Dav	2, 3A	1	6	2	S	U
Overheat 1: +1 attack. Jump. If Hatchetman blocks or is blocked by at least one slow 'Mech, Hatchetman deals +1 damage to one of those slow 'Mechs.							
Highlander, HGN-732	IS	6, 1A	3	10	2	S	R
Missile 1, Overheat 3: +2 attack. Jump.							
Hoplite, HOP-4D	Dra	1, 1A, 1M	1	8	1	S	R
Alpha Strike: +1 attack.							
Hornet, HNT-171	Dra	1, 1L	0	3	1	M	U
Jump. You may deploy Hornet revealed to make an additional deployment this turn.							
Hunchback, HBK-4G	IS	2, 1A, 1M	1	7	2	S	C
Alpha Strike: +2 attack.							
Hussar, HSR 200-D	IS	0, 2L	0	1	1	F	U
You may deploy Hussar revealed to make an additional deployment this turn.							
Imp, IMP-3E	Dra	7, 1L	3	11	3	S	U
Overheat 4: +3 attack. Alpha Strike: +1 attack.							
Jagermech, JM6-DD	Dav	2, 3A	1	5	3	S	C
Alpha Strike: +1 attack.							
Jagermech, JM6-S	Dav	1, 1A	1	4	2	S	C
Alpha Strike: +1 attack.							
Javelin, JVN-10N	IS	1	0	3	2	M	C
Jump.							
Jenner, JR7-D	Kur	2, 1A, 1M	1	2	2	F	C
Overheat 2: +2 attack. Jump.							
Katana, CRK-5003-2	Kur	5, 2A, 1M	2	7	4	S	C
Overheat 3: +2 attack. Jump.							
Koshi A, Mist Lynx	Omn	0	0	3	0	F	R
Jump. Anti-missile. AP (Koshi A deals +1 damage to any target other than a 'Mech).							
Koshi B, Mist Lynx	Omn	4	0	4	4	F	C
Jump.							
Koshi C, Mist Lynx	Smo	3,1A,1M,1T	0	3	3	F	R
Jump. Anti-missile. ECM (Each 'Mech in a group that includes at least one 'Mech with ECM gets +1 armor).							
Koshi D, Mist Lynx	Omn	1, 2A	0	3	2	F	U
Jump.							
Koshi Prime, Mist Lynx	Omn	1, 2A	0	3	2	F	C
Jump.							
Lancelot, LNC25-01	IS	4, 3A	2	5	4	M	R
Overheat 4: +1 attack.							
Loki A, Hellbringer	Jad	8, 3A, 3T	1	5	5	M	U
Missile 1. Overheat 3: +2 attack. NARC.							
Loki B, Hellbringer	Jad	5, 1A, 2M	1	5	6	M	U

Name / Description	Aff	Cost	AR	ST	FG	SP	Rarity
Masakari A, Warhawk	Omn	10, 1A, 1M	3	10	8	S	C
Masakari B, Warhawk	Omn	11, 3A, 3L	3	10	8	S	U
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech).							
Masakari C, Warhawk	Omn	13, 2L, 3M	3	10	10	S	R
Overheat 1: +1 attack.							
Masakari Prime, Warhawk	Omn	13,3A,3L,5M	3	9	10	S	R
Overheat 4: +3 attack.							
Mauler, MAL-1R	Kur	4, 1A, 1M	2	7	3	S	R
Missile 1. Overheat 2: +1 attack.							
Mercury, MCY-97	IS	0, 1A	0	3	1	F	U
Mongoose, MON-66	IS	1, 3A	1	3	2	F	U
Orion, ON1-K	Mar	4, 1A	2	9	2	S	U
Alpha Strike: +2 attack.							
Orion, ON1-K	Mar	4, 1A	2	9	2	S	R
Alpha Strike: +2 attack.							
Panther, PNT-9R	Kur	1, 1A	1	4	2	S	C
Jump.							
Puma A, Adder	Omn	3, 1A, 1M	1	5	1	M	C
Missile 3.							
Puma C, Adder	Omn	4, 2A, 2T	1	5	2	M	U
Missile 2, NARC.							
Puma Prime, Adder	Omn	5, 2A, 1M	1	5	4	M	C
Overheat 2: +2 attack. If Puma Prime attacks and is blocked, it may deal up to 3 of its damage to the target.							
Quickdraw, QKD-4G	IS	2, 1A, 1M	2	4	2	M	C
Overheat 4: +2 attack. Jump.							
Quickdraw QKD-5M	IS	2, 2A	2	5	2	M	C
Jump.							
Raven, RVN-3L	Lia	2, 3T	0	3	2	M	U
NARC. ECM.							
Ryoken A, Stormcrow	Smo	11, 3A, 1M	2	7	7	M	U
Missile 1, Overheat 2: +2 attack.							
Ryoken D, Stormcrow	Smo	6, 3A	2	7	1	M	U
Missile 3, NARC.							
Ryoken Prime, Stormcrow	Omn	7, 1A	2	7	6	M	C
Sentinel, STN-3M	Kur	0, 2A, 1M	1	3	2	M	U
Shogun, SHG-2F	Dra	5, 2A, 2T	3	8	3	S	R
Missile 1. Overheat 3: +1 attack. Jump.							
Spider, SDR-5V	IS	1, 1A, 1L	0	3	1	F	U
Jump. You may deploy Spider revealed to make an additional deployment this turn.							
Stalker, STK-3F	IS	6, 1A, 1M	3	7	2	S	C
Missile 1, Overheat 3: +4 attack.							
Stalker, STK-5M	Mar	9, 2A, 2M, 1T	3	8	4	S	U
Missile 1. Overheat 1: +1 attack. NARC.							
Thor A, Summoner	Omn	6, 3A	2	6	5	M	C
Overheat 4: +1 attack. Jump.							

Name — Description	Aff	Cost	AR	ST	FG	SP	Rarity
Thor B, Summoner — Missile 2. Jump. Anti-missile. NARC.	Jad	12, 1L, 1T	2	6	3	M	R
Thor C, Summoner — Alpha Strike: +2 attack. Jump.	Jad	8, 1A, 1M	2	6	6	M	C
Thor D, Summoner — Jump. Anti-missile. If Thor D attacks and is blocked, it may deal up to 2 of its damage to the target.	Jad	6, 1A, 2M, 1T	2	6	6	M	U
Thor Prime, Summoner — Jump.	Omn	6	2	6	5	M	C
Thug, THG-11E — Alpha Strike: +1 attack.	IS	6, 1A	3	8	4	S	U
Trebuchet, TBT-5N — Missile 1. Overheat 2: +2 attack.	IS	1, 1A, 1M	1	5	0	M	C
Trebuchet, TBT-7M — Missile 1. Jump. NARC.	Mar	4, 1A, 2T	1	5	2	M	U
Uller B, Kit Fox — Alpha Strike: +2 attack.	Omn	2, 1A, 1M	0	4	3	M	C
Uller C, Kit Fox — Anti-missile. ECM. AP.	Jad	1, 2A, 1M, 1T	1	3	2	M	R
Uller D, Kit Fox — Missile 3.	Jad	2, 1A	1	3	0	M	U

Name — Description	Aff	Rarity
Ammo Explosion — Play only when blocked or blocking. Choose a 'Mech. Roll a die: 1-3, no effect; 4-6, that 'Mech receives damage equal to its base attack. This damage cannot be prevented. That 'Mech may still deal damage.	—	U
Communications Failure — Put a static counter on each attacking 'Mech. Each time a 'Mech with a static counter would normally untap, roll die: 1-3, 'Mech remains tapped; 4-6, untap that 'Mech and remove all static counters.	—	R
Critical Hit — Play only when blocked or blocking. Choose one of your 'Mechs. Roll a die: 1-5, return Critical Hit to your hand after mission; 6, your 'Mech gets +6 attack.	—	C
Death From Above — Choose one of your 'Mechs with Jump. Roll a die: 1, that 'Mech receives 1 damage and return Death From Above to your hand after mission; 2-6, roll one die. If your 'Mech is 60 tons or more, roll an additional die. Your 'Mech and an engaged 'Mech opponent controls each receive that much damage.	IS	U
Feint — Choose one of your 'Mechs. Roll a die: 1, no effect; 2-6, prevent all damage dealt and received by that 'Mech.	–	C

Name — Description	Aff	Rarity
Move to Partial Cover — Choose one of your 'Mechs. Prevent up to 2 damage to that 'Mech.	—	C
Overwhelm — Choose an engaged 'Mech opponent controls. All of your 'Mechs deal damage only to that 'Mech. Each of your 'Mechs gets +2 attack.	IS	U
Pryde's Pride — Choose a 'Mech. If it is scrapped, roll a die: 1, no effect; 2, draw a card; 3+, each 'Mech that did damage to it takes 2 structure damage.	Jad	R
Pushing the Envelope — One of your 'Mechs gets +3 attack and receives 3 damage.	—	U
Rampage! — Play only if unblocked. Scrap one card from you Stockpile and roll a die: 1-6, one of your attacking 'Mechs gets +(1-6) attack.	—	R
Rapid Cool-Down — Roll a die: 1-3, 'Mechs don't receive Overheat damage; 4-6, As above, and return Rapid Cool-Down to your hand after mission.	—	U
Reassigned Pilot — Roll a die: 1-3, reassign a pilot from one of your untapped 'Mechs to another one of your 'Mechs; 4-6, reassign a pilot from one of your untapped 'Mechs to another one of your 'Mechs and return Reassigned Pilot to your hand after mission.	—	R

RAPID COOL-DOWN
Mission
Roll a die: 1-3, 'Mechs do not receive Overheat damage; 4-6, 'Mechs do not receive Overheat damage and return Rapid Cool-Down to your hand after mission.
"I don't care what or where this water is. It's cold and my 'Mech's not, and reversing that situation is my goal."
—Sergeant Kenton Parker, 12th Donegal Guards, Trell I, 14 Apr 3050
Illus. Thomas Millsom

STUDIED MOVE
Mission
Return a Mission card from your Scrapheap to your hand.
"You can turn any battle into a chess game. Just move the pieces the right way and you'll win."
—Captain Valten Ryder, 1st Somerset Strikers
Illus. Mike Raabe

VULTURE B | RAPID COOL-DOWN | STUDIED MOVE

Vulture B, Rapid Cool-Down and Studied Move: With a little bit of flaming-up action, the Vulture B can do some serious damage. (We're talking 12 points here, bud.) But to get the most out of your expensive 'mech, you might want to keep it around with Rapid Cool-Down. On a good roll, return it to your hand and next turn repeat until opponent is toast. When your luck finally runs out and you roll a 1-3, you can get the Cool-Down back with Studied Move.

Name — Description	Aff	Cost	AR	ST	FG	SP	Rarity
Uller Prime, Kit Fox	Omn	2, 1A, 1M	0	4	4	M	C
Urbanmech, UM-R60 — Jump.	Lia	0, 2A, 1M	1	4	2	S	C
Victor, VTR-9B — Alpha Strike: +2 attack. Jump.	IS	4, 3A	2	7	3	S	C
Victor, VTR-9K — Jump.	Dav	4, 3A	2	7	4	S	C
Vindicator, VND-1R — Jump.	Lia	1, 1A, 1M	1	6	2	S	C
Vulcan, VT-5M — Jump.	Mar	0, 2A, 2M	0	4	2	M	C
Vulture A, Mad Dog — Overheat 3: +5 attack.	Omn	12,1A,2L,3M	1	7	6	M	C
Vulture B, Mad Dog — Missile 1. Overheat 5: +5 attack.	Omn	13, 1A, 1M	1	7	7	M	R
Vulture C, Mad Dog — If Vulture C attacks and is not blocked, it may deal 1 of its damage to the target.	Omn	4, 1A, 1T	1	7	4	M	C
Vulture Prime, Mad Dog — Missile 3, Overheat 3: +2 attack.	Omn	9	1	7	4	M	C
Whitworth, WTH-1 — Overheat 2: +2 attack. Jump.	Dav	1, 1A, 1T	1	5	1	S	C
Whitworth, WTH-2 — Missile 1. Jump.	Dav	1, 2A	1	5	1	S	C
Wolf Trap, WFT-1 — Alpha Strike: +2 attack.	Kur	2, 3A	1	5	2	M	C
Wolfhound, WLF-2 — Overheat 2: +1 attack.	Dav	3	1	5	3	M	C
Wyvern, WVE-5N — Overheat 1: +1 attack. Jump.	IS	2, 1A, 1M	1	7	2	S	R
Zeus, ZEU-6S — Overheat 1: +1 attack.	Ste	4	2	7	3	S	C
Zeus, ZEU-9S — Overheat 2: +2 attack.	Dav	4, 3A	2	7	3	S	C

MISSIONS

Name — Description	Aff	Rarity
Accurate Intelligence — +1 initiative. Choose one of your 'Mechs. That 'Mech gets +1 attack.	—	C
Forged Mission Orders — Play only when blocked. Untap one blocking 'Mech. That 'Mech neither deals nor receives damage. If no blocking 'Mechs remain, deal damage to the target as if unblocked.	—	C
Good Shooting! — Choose one of your 'Mechs. That 'Mech gets +2 attack.	—	C
Head Shot — Choose an engaged 'Mech opponent controls. For each structure damage dealt to that 'Mech, roll a die: 1-2, prevent the damage; 3-5, no effect; 6, that 'Mech is scrapped. If you don't roll at least one 6, return Head Shot to your hand after mission.	—	U
Heavy Fog — Attacking 'Mechs each get -2 attack and receive 2 less damage.	—	U
Heroic Sacrifice — Play only if you have Tactics in play and only when blocked or blocking. Double all damage dealt to one of your 'Mechs. Deal that 'Mech's damage to the target.	—	C
Improvised Weapon — Choose one of your 'Mechs. If engaged 'Mech opponent controls is dealt structure damage, put a +1 attack clubbing limb counter on your 'Mech.	IS	U
Inexorable Advance — Play only when blocked. Choose one of your 'Mechs. If that 'Mech receives no structure damage, untap that 'Mech after mission.	—	C
Jump Into Cover — Choose one of your 'Mechs with Jump. Roll a die: 1-2, that 'Mech receives 1-2 damage and return Jump Into Cover to your hand after mission; 3-6, prevent 3-6 damage to that 'Mech.	—	U
Leap Before You Look — Play only when blocked or blocking. Choose a 'Mech with Jump. Deal 4 damage to that 'Mech.	—	U
Luck of the Fox — Choose a 'Mech opponent controls. Roll a die: 1, no effect; 2-3, return Luck of the Fox to your hand after mission; 4-6, prevent all damage dealt by that 'Mech.	Dav	R
Lured Into Bog — Play only when attacked. All attacking 'Mechs may be blocked, regardless of their speed, until end of turn.	—	U
Missile Spotter — You may subtract 1 from any of your missile die rolls until end of mission, Use this ability immediately after rolling the die roll.	IS	U
Running Battle — Play only when blocked or blocking. For each slow 'Mech, roll a die: 1-3, no effect; 4-6, that slow 'Mech neither deals nor receives damage.	—	U
Sacrifice for the Dragon! — Choose one of your 'Mechs. Roll a die: 1-2, draw a card after mission; 3-5, that 'Mech gets +2 attack and receives 1 damage; 6, that 'Mech gets +6 attack and receives 2 damage.	Kur	R
Satchel Charges — Play only when unblocked. Choose an attacking 'Mech. Roll a die: 1-2, draw a card after mission; 3-6, that 'Mech gets +2 attack for each card you scrap from your hand. You cannot scrap more than three cards in this way.	—	R
Special Forces Op — Roll a die: 1-3, draw a card after mission; 4-6 triple all damage dealt to a card under construction.	—	U
Strength of the Pillar of Steel — Play only when blocking. +1 initiative. Prevent 1 damage to each blocking 'Mech.	Kur	C
Studied Move — Return a Mission card from your Scrapheap to your hand.	—	U
Temporary Cease-Fire — Play only when blocked or blocking. Roll a die: 1, your 'Mechs deal no damage and draw a card after mission; 2-6, all 'Mechs deal no damage.	—	U
Topple — Choose an engaged 'Mech opponent controls. Roll a die: 1-4, deal 1 damage to that 'Mech and draw a card after mission; 5-6, prevent all damage dealt by that 'Mech.	IS	C

HEY!

Turn the page for a complete players guide on *Empire Strikes Back: Hoth*, the new expansion set for the *Star Wars* CCG!

Key

Aff Affiliation	Cla Clan	Enh Enhancement	IS Inner Sphere	Kur Kurita	Mer Mercenary	Res Resource	ST Structure	Wol Wolf
AR Armor	Dav Davion	FG Fighting	Ive St. Ives	Lia Liao	Omn Omni	Smo Smoke Jaguar	Ste Steiner	
Art Artillery	Dra Wolf's Dragons	GB Ghost Bear	Jad Jade Falcons	Mar Marik	Ope Operation	SP Speed	Sub Subterfuge	

players guide

EMPIRE STRIKES BACK: HOTH

DECIPHER- 1996

Full Set (162 cards)

IMPERIAL FORCES

CHARACTERS

Name	Type	Des	Pow	Abi	Dep	For	Rarity
Description							
Admiral Ozzel	Imperial	0	3	2	0	4	R1
•Your capital starships are deploy -1 to same system. Adds 2 to power of any starship he pilots. Immediately lost if Vader is on table and opponent 'reacts' to same location as Ozzel.							
AT-AT Driver	Imperial	1	1	1	2	2	C2
Adds 2 to power of combat vehicle he pilots (3 if vehicle is on AT-AT).							
Captain Lennox	Imperial	2	2	2	3	5	U1
•Adds 2 to power of starship he pilots (3 if starship is Tyrant). When on a S. Destroyer, may use Tractor Beam once during your control phase.							
Captain Piett	Imperial	2	2	3	3	4	R2
•Force-attuned. Power +1 when at same site as Vader. Adds 2 to power of starship he pilots (3 if starship is Executor). May use 1 Force to search your Reserve Deck and take one Probe Droid into hand.							
FX-10	Droid	2	1	—	2	3	C2
Once per turn, one of your 'hit' non-droid characters at same or adjacent site may go to your Used Pile rather than your Lost Pile.							
General Veers	Imperial	1	3	3	3	5	R1
•Force-attuned. Power +1 when at same site as Admiral Ozzel. Imperials at same Hoth site are power +1. Adds 3 to power of any combat vehicle he pilots. On Blizzard 1, also adds 1 to armor and draws one battle destiny if not able to otherwise.							
Imperial Gunner	Imperial	1	1	1	1	1	C2
Adds 1 to starship's weapon destiny draws if aboard as passenger.							
Lieutenant Cabbel	Imperial	2	2	2	2	4	U2
•Adds 2 to power of any starship he pilots. On Tyrant, also adds 1 to armor. When in battle with an Imperial leader, subtracts 1 from opponent's total battle destiny.							
Probe Droid	Droid	2	2	3	2	5	C2
May deploy only if a Star Destroyer on table. During your control phase, may glance at X random cards from opponent's hand, where X is number of Light Side icons at same sight.							
Snowtrooper Officer	Imperial	3	2	1	2	3	C3
Deploy only on Hoth. Power -1 when at a site other than a Hoth site.							
Snowtrooper Officer	Imperial	2	2	2	3	3	C1
•••Deploy only on Hoth. Snowtroopers are deploy -1 to same site. Your troopers may move to same Hoth site as a 'react.'							
Wampa	Creature	3	*	3	4	0	R2
* Ferocity = 3 + destiny. Habitat: Hoth sites. Deploy only to Wampa Cave or unoccupied marker site. Defeated characters are eaten or relocated to Wampa Cave (opponent of victim chooses).							

EFFECTS

Name	Type	Destiny	Rarity
Description			
Breached Defenses	Immediate	4	U2
•If an Imperial just moved to an Echo site, deploy on your side of table. While you have presence at an Echo site, your total power is +1 in battles at Hoth sites.			
Death Mark	Utinni	5	R1
•Use 3 Force to deploy on exterior planet site. Target an opponent's smuggler. Each turn opponent must lose 1 Force at beginning of opponent's control phase. When canceled, target goes to Used Pile.			
Death Squadron	Effect	3	U1
•Deploy on any system. Adds X to total power of your starships at the system, where X = the number of your starships present. Your troopers and combat vehicles may be shuttled to related sites for free.			
Frostbite	Effect	4	C2
•Deploy on Hoth system. At the end of each player's turn, for every character that player has present at a marker site under "nighttime conditions," that player must lose 1 Force (2 if character is missing).			
Frozen Dinner	Immediate	6	R1
Deploy on character alone at Wampa Cave. Character is power = 0 and cannot move. May be canceled if opponent has lightsaber or total ability > 4 present. If character eaten, cumulatively adds 2 to ferocity.			
High Anxiety	Immediate	3	R1
•If an opponent's character with ability > 2 has just become missing, deploy on a Rebel with ability > 2 on same planet. Rebel is excluded from battles. Effect canceled if missing character is found or lost.			
Ice Storm	Mobile	3	U1
•Deploy at outermost marker. All characters at same site as Storm are missing. Each turn, storm moves to next marker, reversing direction if at innermost marker. Storm lost when moved beyond outer marker.			
Image of the Dark Lord	Effect	6	R2
•Use 4 Force to deploy at any site if opponent is generating at least 3 Force more than you. At that site, adjacent sites and same site as Vader, players activate Force only if they have presence.			
Imperial Domination	Effect	5	U1
••Deploy on any location. Whenever you control this location during your control phase but do not Force drain here, opponent generates no Force here on opponent's next turn.			
Meteor Impact?	Utinni	4	R1
•Use 2 Force to deploy on an exterior planet site. Target a character on same planet. Character may not leave planet or move from Utinni Effect. Utinni Effect canceled when reached by target.			
Mournful Roar	Immediate	7	R1
•Deploy on Chewie just after Han is lost or missing. Opponent cannot play Let the Wookiee Win or Wookiee Roar. Opponent must also lose 1 Force at end of every player's turn. Canceled if Han is found.			
Responsibility of Command	Utinni	5	R1
•Use 2 Force to deploy on any war room at a Rebel Base. Target a Rebel with forfeit > 4 or an opponent's leader. Opponent may not initiate a battle or a Force drain where target is present.			
Shield Doors Must Be Closed, The	Effect	5	U1
Deploy between Echo Docking Bay and innermost marker site. When under "nighttime conditions," no movement is allowed to or from Echo Docking Bay unless it is to or from an Echo site.			
Silence is Golden	Effect	3	U2
Use 2 Force to deploy on your side of table. Neither player may move or deploy as a 'react' to a location where a droid is present. May be canceled by Scomp Link Access.			
Target the Main Generator	Epic Event	0	R2
During control phase, fire AT-AT Cannon (if within range of the Main Generators) as follows: Draw destiny. If (destiny + X + Y) > 8, Main Generators site is "blown up" and this card is lost. Otherwise, this card is used. X = ability of an AT-AT pilot. Y = total Hoth sites you control.			
This is Just Wrong	Utinni	5	R1
•Deploy on any male character. Target a female character on table. Target is power -2. Utinni Effect canceled when present with target.			
Too Cold For Speeders	Effect	4	U1
Use 2 Force to deploy on your side of table. Non-creature vehicles at marker sites under "nighttime conditions" are power = 0, maneuver = 0 and landspeed = 0.			
Weapon Malfunction	Utinni	4	R1
•Deploy on any docking bay. Target a weapon deployed on a starfighter or vehicle. That weapon cannot be fired.			

EQUIPMENT

Name	Type	Destiny	Rarity
Description			
AT-AT Cannon	Weapon	3	U1
Use 2 Force to deploy on any AT-AT. May fire during a battle at same or adjacent site. May select a target only at an adjacent site using 2 Force. Draw destiny. Vehicle hit if destiny +2 > armor or maneuver. Starfighter hit if destiny > 3. Character hit if destiny +1 > ability.			
Deflector Shield Generators	Device	4	U2
Use 3 Force to deploy on any Star Destroyer. Adds 2 to armor. If starship has immunity to attrition, also adds 2 to immunity.			
E-web Blaster	Weapon	5	C1
Deploy on a site. May be moved with two warriors for 1 Force. Warrior present may target using 2 Force. Draw destiny, Character or vehicle hit if destiny +1 > ability, man. or armor. Starfighter hit if destiny > 4.			
Electro-Rangefinder	Device	6	U1
Use 2 Force to deploy on an AT-AT Cannon. It may fire at targets two sites away. Also, when used to Target Main Generator, adds 1 to total.			
Infantry Mine	Weapon	3	C2
Deploy at same exterior site as one of your mining droids. 'Explodes' if a character deploys or moves (without a vehicle or starfighter) to same sight. Draw destiny. Character and Mine lost if destiny +2 > ability.			
Portable Fusion Generator	Device	3	C2
Deploy on any warrior. When that warrior fires a blaster rifle or artillery weapon, adds 1 to each of that weapon's destiny draws. Also, may add 1 to power of one droid present.			
Probe Antennae	Device	4	U2
Deploy on a Probe Droid. Adds 2 to X. OR Use 1 Force to deploy on a non-probe droid. When at a site you control, once during your control phase, you may glance at one random card from opponent's hand.			
Probe Droid Laser	Weapon	3	U2
Deploy on a Probe Droid. May target for free. Draw destiny. Character hit of destiny > ability. Laser lost if destiny > 5.			
Vehicle Mine	Weapon	3	C2
Deploy at same exterior site as one of your mining droids. 'Explodes' if starfighter or non-creature vehicle deploys or moves to or across same site. Draw destiny. Vehicle lost if destiny +2 > armor or maneuver. Starfighter lost if destiny > 3. Vehicle Mine is also lost.			

INTERRUPTS

Name	Type	Destiny	Rarity
Description			
A Dark Time For the Rebellion	Lost	4	C1
•If opponent has just deployed a planet site, search through Reserve Deck for the related system and immediately deploy it.			
Cold Feet	Used	5	C2
Target a character at any marker site. Draw destiny. If site under "nighttime conditions," add 2 to destiny draw. If total destiny > ability, character may not move for remainder of turn.			
Collapsing Corridor	Lost	2	R2
•If you just moved an AT-AT to innermost marker, target an underground Hoth site. Draw destiny. Site 'collapsed' if destiny > marker #.			
ComScan Detection	Used	4	C2
If opponent just moved a character, vehicle or starship as a 'react' to a location, you may immediately move one vehicle or starship, if within range, to that location (at normal use of the Force).			
Crash Landing	Used	4	U1
If you have a piloted AT-AT at a site, target a non-creature vehicle at same or adjacent exterior site. Draw destiny. If that AT-AT has a weapon, add 1 to destiny draw. Target 'crashes' if total destiny > 3.			
Debris Zone	Used	5	R2
If an AT-AT, an AT-ST, Jabba's Sail Barge or Planet Defender Ion Cannon has just been lost at a site, draw destiny. All cards with that destiny number at that site are lost.			
Direct Hit	Both	4	U1
Add X to one weapon destiny (before weapon destiny is drawn) when targeting a combat vehicle. USED: X = 1. LOST: X = 3.			
Exhaustion	Lost	5	U2
Opponent must lose 1 Force for each of opponent's missing characters on table. OR Select one missing character under "nighttime conditions" to be lost.			
Exposure	Lost	2	U1
Use X Force during your control phase, where X = the total number of characters at exterior marker site under "nighttime conditions." Those characters are lost.			
Furry Fury	Both	6	R2
USED: Cancel Wookiee Roar or Han's Back or Life Debt. LOST: If Han and Chewie are in a battle together, draw two destiny. Subtract total from opponent's attrition and total power (cannot go below zero).			
He Hasn't Come Back Yet	Lost	4	C2
During your control phase, target any character alone at one of your exterior planet sites (except a docking bay). Draw destiny. Target is missing if destiny +3 > ability.			
I'd Just As Soon Kiss a Wookiee	Lost	2	C2
•If opponent just deployed a card, use 3 Force to return it to opponent's hand. Any Force used to deploy that card is used. On opponent's next turn, that card must be deployed to same location (for free).			
Imperial Supply	Both	3	C1
•Lose 1 Force. USED: Activate 2 Force. LOST: Activate 4 Force.			
Lightsaber Deficiency	Used	5	U1
Cancel Lightsaber Proficiency. OR Target a character with ability < 4 using a lightsaber in a battle or a Force drain. Draw destiny. Target lost if destiny > ability. Lightsaber lost if destiny = ability.			
Oh, Switch Off	Used	6	C2
Cancel any attempt to steal, destroy or capture one of your droids. Droid is protected for remainder of this turn. OR Switch OFF any binary droid for remainder of this turn.			
Our First Catch of the Day	Used	6	C2
Add 2 to a tractor beam destiny draw. OR Cancel The First Transport Is Away! or Hyper Escape.			
Probe Telemetry	Used	4	C2
Use 2 Force to search any Lost Pile and place X non-unique cards there out of play, where X = number of Probe Droids on table. OR If your only character on a planet is a Probe Droid, your cards are deploy -1 to related sites for remainder of turn.			
Scruffy-Looking Nerf Herder	Both	6	R2
USED: Cancel Solo Han or Warrior's Courage or I Know. LOST: If Han or Leia are in a battle together, draw two destiny. Subtract that amount from opponent's attrition and total power (cannot go below zero).			
Self-Destruct Mechanism	Used	4	U1
Forfeit a droid to cancel all attrition against you at same site this turn. OR Re-target an opponent's weapon to one of your droids at same site. If droid is lost, use original target's forfeit number.			
Stop Motion	Used	6	C2
Target one creature vehicle at any marker site. Draw destiny. If site under "nighttime conditions," add 2 to destiny draw. Tauntaun lost if total destiny > 5. Other creature vehicle lost if total destiny > 3.			
Tactical Support	Lost	4	R2
•Lose 1 Force to search through your Reserve Deck and take up to three troopers into your hand.			
That's It, The Rebels Are There!	Used	4	U2
During your control phase, move one of your starships at normal use of the Force (if within range) to a system where you have a Probe Droid at a related site. That starship cannot move again this turn.			
Trample	Used	4	R1
Target a character or a 'crashed' or unpiloted vehicle with maneuver at same exterior site as one of your piloted AT-ATs or AT-STs. Draw destiny. Character lost if destiny > ability. Vehicle lost if destiny < 7.			
Turn it Off! Turn it Off!	Both	5	C1
USED: Cancel attempt to place a hit starship, vehicle or droid in Used Pile instead of Lost. OR Cancel Han's Toolkit. LOST: Cancel Crash Site Memorial.			
Walker Barrage	Used	5	U1
If you have a piloted AT-AT at a site, target an artillery weapon at same or adjacent exterior site. Draw destiny. Target lost if destiny +1 > forfeit. Also, one opponent's character at same site as target lost if destiny +1 > 6.			
Wall of Fire	Lost	5	U1
If you have a piloted AT-AT at a site, target number of troopers. Draw destiny. If destiny > the number of troopers, they are immediately lost.			
Yaggle Gakkle	Used	6	R2
Target creature vehicle at same site as a creature. If ferocity > target's man. + landspeed, creature vehicle is eaten, adding 2 to creature's ferocity.			

LOCATIONS

Name	Type	Parsec	Force	Rarity
Description				
Hoth	System	5	2/1	U2
•Controller gets +1 in Hoth site battle for each of his starships here.				
Hoth: Defensive Perimeter	Site	—	2/1	C2
•Imperial: Add 1 to each of your weapon destiny draws here. If you control, Force drain +1 here. Rebel: Your troopers are forfeit -1 here.				
Hoth: Echo Command Center	Site	—	1/1	U2
•Imperial: Add 1 to total of Commence Primary Ignition when targeting the Hoth system. Rebel: If you control, your starship movement from Hoth sites to the Hoth system is free.				
Hoth: Echo Corridor	Site	—	1/1	U2
•Imperial: If you occupy, you may raise all of your converted Hoth locations to the top.				
Hoth: Echo Docking Bay	Site	—	1/1	C2
•Imperial: Your docking bay transit from here requires 2 Force. Rebel: Your docking bay transit from here requires 1 Force.				
Hoth: Ice Plains	Site	—	2/0	C2
•Imperial: During your move phase, you may move free from here directly to Mountains (or vice versa). Rebel: If you control, and Main Power Generators on table, Force drain -1 here.				
Hoth: North Ridge	Site	—	1/0	C2
•Imperial: Your AT-ATs move to here for free.				
Hoth: Wampa Cave	Site	—	2/0	R2
•Imperial: Your Wampas deploy free here. Rebel: If you control,, and Main Power Generators on table, Force drain -1 here.				
Ord Mantell	System	7	1/1	C2
•Imperial: Your Bounty Hunters are deploy -2 here.				

STARSHIPS & VEHICLES

Name	Des	Pow	Abi	Speed	Dep	For	Rarity
Description							
Blizzard 1	2	7	7	1	6	7	R1
•May add 2 pilots and 8 passengers. Immune to attrition < 4. When using AT-AT Cannon to Target The Main Generator, adds 1 to total.							

Blizzard 2 2 6 8 1 6 6 R2
•May add 1 pilot and 8 passengers. Immune to attrition < 4. Permanent pilot aboard provides ability of 2.
Blizzard Scout 1 4 3 4 3 3 5 R1
•May add 1 pilot or passenger. May move as a 'react.' Power +1 at any Hoth site. Permanent pilot aboard provides ability of 1.
Blizzard Walker 1 6 7 1 6 6 U2
•••May add 2 pilots and 8 passengers. Immune to attrition < 4.
Stalker 1 8 7 3 8 9 R1
•May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 1. Probe Droids deploy free to related sites at same system.
Tyrant 1 8 6 3 7 9 R1
•May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 1. When using Tractor Beam, adds 1 to destiny draw.

REBEL FORCES

CHARACTERS

2-1B Droid 1 0 — 2 5 R1
•Once per turn, one non-droid characters lost from same site may go to your Used Pile instead. Subtracts 2 from X on your Bacta tank.
Cal Alder Rebel 2 2 1 2 3 U2
•Power +1 at Defensive Perimeter. Your vehicles move for free if moving toward same site as Cal.
Commander Luke Skywalker Rebel 1 4 4 4 7 R1
•Force-sensitive. Deploy on Hoth. Adds 3 to power of starship he pilots. On Rogue 1, also adds 2 to maneuver. Immune to attrition < 3. Forfeit +1 to all other Rogue pilots and gunners at same Hoth site.
Dack Ralter Rebel 2 2 2 2 5 R2
•If aboard a starship, adds 1 to its weapon destiny draws (adds 3 if aboard Rogue 1 or with Luke).
Derek 'Hobbie' Klivian Rebel 2 2 2 2 4 U1
•Power +2 if with Biggs. Adds 2 to power of starship he pilots (3 if Star Destroyer present). On Rogue 4, also adds 2 to maneuver.
Echo Base Trooper Rebel 3 2 1 2 3 C3
Deploy only on Hoth. Power -1 when at a site other than a Hoth site.
Echo Base Trooper Officer Rebel 2 2 2 3 3 C1
•••Deploy only on Hoth. Echo Base Troopers deploy -1 to same site. Your troopers may move to same Hoth site as a 'react.'
EG-4 Droid * 0 — 1 3 C1
Adds 1 to power of each of your non-power droids present. * equals zero, but if drawn as a battle destiny where you have less power than opponent, your total power present is doubled (once per battle).
FX-7 Rebel 2 0 — 2 3 C2
Once per turn, one of your 'hit' non-droid characters at same or adjacent site may got to your Used Pile rather than your Lost Pile.
General Carlist Rieekan Rebel 1 2 2 3 5 R2
•Each Rebel present with him at a Hoth site is power +1. May use 1 Force to cancel Death Squad. While at an Echo site, opponent must occupy an additional Hoth site to cancel Echo Base Operations.
Jeroen Webb Rebel 2 1 2 2 4 U1
•Adds 2 to power of any starship he pilots. When in battle with a Rebel leader, subtracts 1 from opponent's total battle destiny.
K-3PO Droid 4 1 — 2 3 R1
•May initiate battle and be battled. Is power +1 for each of your droids at same Hoth or Yavin site. Functions as leader if with another droid.
Major Bren Derlin Rebel 2 2 2 2 5 R2
•While on Hoth, may use 1 Force to cancel Breached Defense and opponent may not 'react' to any Echo site. While at Cantina, power +1 and may use 1 Force to cancel Local Trouble.
R-3PO Droid 3 1 — 2 3 R2
•Once each turn, for each opponent's spy present opponent must lose 1 Force (2 if spy is a droid or is Undercover, 4 if both).
R5-M2 Droid 4 1 — 1 3 C2
When aboard a capital starship, adds 1 to power and hyperspeed and that starship is immune to attrition < 3.
Rebel Scout Rebel 2 2 1 2 3 C1
•••May 'react' (for free) to a battle at an adjacent site where you have a Rebel with ability > 2 or a leader.
Rogue Gunner Rebel 1 1 1 1 1 C2
Adds 1 to starship's weapon destiny draws if aboard as passenger.
Romas "Lock" Navander Rebel 3 1 2 2 3 U2
•Adds 1 to power and maneuver of starship he pilots. Opponent may not 'react' to or from same location.
Shawn Valdez Rebel 3 1 2 3 4 U1
•When you initiate a battle at Shawn's, your troopers at adjacent sites who have not battled this turn may move to same site (at normal cost).
Tamizander Rey Rebel 2 1 2 2 3 U2
•Adds 2 to power of starship he pilots. Your starships may move from same exterior site for free. While at Echo Docking Bay, may allow one character on Hoth to be immune to Shield Doors Must Be Closed
Tauntaun Handler Rebel 2 1 1 2 3 C2
•••Adds 2 to power of creature vehicle he drives. On a tauntaun, draws one battle destiny if not able to otherwise/
Tigran Jamire Rebel 3 2 2 2 4 U1
•Deploy on Yavin 4 or Hoth. Opponent's aliens and Imperials may not move from same site as Tigran to an Echo or an interior Yavin site.
Taryn Farr Rebel 4 1 2 2 3 U1
•Adds 2 to power of starship she pilots. When at a war room, adds 1 to weapon destiny draws of your Planet Defender Ion Cannon.
WED-1016 'Techie' Droid Droid 3 0 — 2 3 C1
•While at an exterior planet site or docking bay, once per turn may lose 1 Force to cause a 'hit' starship or vehicle at same or adjacent site or related system to go to your Used Pile rather than your Lost Pile.
Wes Janson Rebel 2 2 2 2 5 R2
•If aboard a starship as a passenger, adds 1 to starships' weapon destiny draws. (Adds 3 if aboard Rogue 3 or with Wedge or Jek.)
Wyron Serper Rebel 2 1 2 2 3 U2
•During your control phase, may look at X random cards from opponent's hand, where X = number of DS icons at same site.
Zev Senesca Rebel 2 2 2 2 4 R2
•Adds 2 to power of starship he pilots. On Rogue 2, also adds 3 to maneuver and may draw one battle destiny if not able to otherwise.

EFFECTS

Bacta Tank Effect 3 R2
•Use 4 force to deploy on your side of table. A non-droid character you just lost may be placed here instead of Lost Pile. During deploy phase, may use X Force to bring 'patient' to hand, where X is his deploy cost.
Disarming Creature Immediate 6 R1
Deploy on a creature at same site as on of your characters with a weapon. Creature is disarmed (subtract a destiny draw from ferocity).
Echo Base Operations Effect 2 R2
•Deploy on Main Power Generators if you occupy at least three Echo sites. At every system location, your deploy is -1, your Force drains are +2 and your total power is +3 in battles.
Evacuation Control Effect 3 U1
Deploy on one of your war rooms. Once per turn, your Planet Defender Ion Cannon at same planet may fire during your move phase. Also, your Medium Transports at same planet are hyperspeed +2, are immune to attrition < 3 and may move for free.
First Transport Is Away, The Utinni 4 R1
Deploy on any system (except Hoth). Target a Medium Transport at a Hoth site. When reached by target: Retrieve X Force, where X = twice the number of passengers. Relocate Utinni Effect to Hoth system. Your total power is +2 in battles at Hoth sites.
Frostbite Effect 4 C2
•Deploy on Hoth system. At the end of each player's turn, for every character that player has present at a marker site under "nighttime conditions," that player must lose 1 Force (2 if character missing).
Ice Storm Mobile 3 U1
•Deploy at outermost marker. All characters at same site as Storm are missing. Each turn, storm moves to next marker, reversing direction if at innermost marker. Storm lost when moved beyond outer marker.
Tauntaun Bones Effect 3 U1
•Use 1 Force to deploy on table. Each opponent's destiny draw, you do the following: 0 Put the top used card in hand; 1 lose 1 Force; 2 activate 1 Force; 3 lose this Effect; 4 retrieve top lost card; 5 deploy a character for free; 6+ nothing.

EQUIPMENT

Anakin's Lightsaber Weapon 1 R1
Deploy on a Skywalker with ability > 3. Add 1 to Force drain where present. OR Target a character for free. Draw two destiny. Character hit, and its forfeit = 0, if total destiny > ability.
Artillery Remote Device 4 R2
Use 2 Force to deploy on a warrior. Your artillery anywhere on same planet may fire without a warrior present.
Atgar Laser Cannon Weapon 5 U2
Deploy on exterior planet site. Warrior may target at same or adjacent site using 2 Force. Vehicle 'crashes' if destiny +2 > armor. Vehicle hit if destiny +1 > maneuver.
Concussion Grenade Weapon 3 R1
Use 2 Force to deploy on a warrior. Throw at same or adjacent site. Draw destiny. Grenade and all characters, weapons and devices with that destiny number at that site are lost.
Dual Laser Cannon Weapon 3 U1
Use 2 Force to deploy on a T-47. Target using 1 Force. Character hit if destiny -1 > ability. Vehicle hit if destiny + 2 > armor or maneuver.
Echo Trooper Backpack Device 5 C2
Deploy on any trooper. May carry and use any number of weapons and devices. Trooper is immune to attrition < 3 when at a planet site.
Golan Laser Battery Weapon 4 U1
Deploy on any exterior planet site. Cannot be moved. Warrior may target at same or adjacent site using 2 Force. Draw destiny. Vehicle hit if destiny > armor or maneuver. Character hit if destiny +2 > ability.
Hoth Survival Gear Device 4 C2
Deploy on any Rebel or warrior. While on Hoth, that character is power and forfeit +1 and is immune to Frostbite, Exposure and Ice Storm.
Infantry Mine Weapon 3 C2
Deploy at same exterior site as one of your mining droids. Explodes if a character deploys or moves to same site. Draw destiny. Character and Mine lost if destiny +2 ? ability.
Medium Repeating Blaster Cannon Weapon 1 C1
Deploy on a site. May be moved by two warriors for 1 Force. Warrior may target two characters at same or adjacent site using 2 Force. Draw two destiny. Characters hit if total destiny > total ability.
Planet Defender Ion Cannon Weapon 4 R2
Deploy on an exterior site at a Rebel Base. During a battle at related system, may target a capital starship there using 2 Force. Draw destiny. If destiny +3 > armor, weapons are lost and all scores are 0.
Power Harpoon Weapon 5 U1
Use 2 Force to deploy on a combat or shuttle vehicle. May target an AT-AT or AT-ST for 1 Force. Draw destiny. Target 'crashes' if destiny + vehicle's maneuver > 8. Your vehicle crashes if destiny = 0.
R2 Sensor Array Device 6 C2
Deploy on any R-unit droid. Your characters present may move as a react from a creature attack. Adds 3 to search party destiny draws.
Surface Defense Cannon Weapon 5 R2
Use 1 Force to deploy on any starfighter. May target a character at same site using 1 Force. Character hit if destiny +1 > ability.
Vehicle Mine Weapon 3 C2
Deploy at same exterior site as a mining droid. Explodes if starfighter or non-creature vehicle deploys or moves across same site. Vehicle lost if destiny +2 > armor or maneuver. Starfighter lost if destiny > 3.

INTERRUPTS

Attack Pattern Delta Lost 3 U1
If a battle was just initiated, identify your lead T-47 there. For rest of turn, all other T-47s at site are power +1, are immune to attrition and cannot be targeted by weapons.

Dark Dissension Both 3 R1
USED: Cancel Dark Collaboration or Lone Pilot. LOST: If two Imperials each with ability > 2 are in a battle together, use 2 Force to draw two destiny. Subtract that amount from opponent's attrition and total power (cannot fall below zero).
Fall Back! Lost 5 C2
If opponent just initiated a battle at an exterior site with more than double your total power, use 1 Force to cancel battle and move all your characters to an adjacent site where opponent has no presence.
I Thought They Smelled Bad… Used 7 R1
Lose one of your creature vehicles to cause one character at same site to be immune to Exposure, Ice Storm, Frostbite or Gravel Storm this turn. OR Double Tzizvvt's power until he moves.
It Can Wait Lost 2 C2
•If opponent just deployed a card, use 3 Force to return it to his hand. On his next turn, that card must be deployed to the same location.
Lucky Shot Both 4 U1
Add X to one weapon destiny (before weapon destiny is drawn when targeting a combat vehicle. USED: X = 1. LOST: X = 3.
Nice of You Guys to Drop By Used 5 C2
Send one of your missing characters at same site as one of your piloted or driven vehicles to your Used Pile.
One More Pass Used 5 U1
Add ability of pilot to Power Harpoon weapon destiny.
Perimeter Scan Used 4 C2
Use 1 Force to glance at any one card which is face-down at a location. OR Use 1 Force to glance at opponent's hand. You may move each droid spy and Infantry Mine you find there to opponent's Used Pile. OR Cancel Probe Telemetry.
Rug Hug Lost 4 R1
•If Luke and Chewie are in a battle together, you may add two battle destiny. OR If you have a revel and an alien in a battle together, you may add 4 to power only.
Under Attack Used 6 U1
During your control phase, target a vehicle with armor at same site as one of your warriors. Draw destiny. If warrior has a Concussion Grenade or a lightsaber, add 3 to destiny draw (7 if both). Vehicle and grenade lost if total destiny > armor.
Walker Sighting Lost 3 U2
•If opponent just moved or deployed an AT-AT to a planet site, search your Reserve Deck for up to three exterior sites of that planet and immediately deploy them.
Who's Scruffy Looking? Used 6 R1
Cancel Scruffy... or I'd Just As Soon... or Furry... or This is Just... or Death Mark or Mournful... or Takeel. OR Double Rennek's power.
You Have Failed Me… Lost 5 R1
If Vader is on table when opponent has just initiated battle, target one opponent's leader of ability < 6 involved in battle. If opponent loses battle, target is forfeit = 0 and is immediately lost.
You Will Go to Dagobah Lost 4 R1
During control phase, use 1 Force to move any one of your characters of ability > 1 to a location where you have presence. If moving to a Dagobah site, this movement is free and you don't need presence.

LOCATIONS

Hoth System 5 2/1 U2
•Controller gets +1 in Hoth site battle for each of his starships here.
Hoth: Defensive Perimeter Site — 1/2 C2
•Rebel: Your troopers are forfeit -1 here. Imperial: Add 1 to each of your weapon destiny draws here. If you control, Force drain +1 here.
Hoth: Echo Command Center Site — 2/0 U2
•Rebel: If you control, with X leaders here, your total power is +X in battles at Hoth locations. Imperial: If you initiate a battle here, add one battle destiny. If you control, Force drain -1 here.
Hoth: Echo Corridor Site — 1/0 C2
•Rebel: You may use 4 Force to raise a converted Hoth site to the top.
Hoth: Echo Docking Bay Site — 1/0 C2
•Rebel: Your docking bay transit from here requires 1 Force. Imperial: Transit from here requires 3 Force. Transit to here requires +4 Force.
Hoth: Echo Med Lab Site — 1/0 C2
•Rebel: Once per turn, once of your medical droids is deploy -2. Imperial: If you control with an Imperial, Force drain +1 here.
Hoth: Main Power Generators Site 1/0 U2
•Rebel: Energy Shield Rules in effect. Artillery weapons here are powered. Imperial: Light side loses 8 Force is site 'blown up.'
Hoth: North Ridge Site — 1/1 C2
•Does not count when calculating Epic Events.
Hoth: Snow Trench Site — 1/1 C2
•Rebel: Add 1 to each of your weapon destiny draws here. Imperial: If you control, Force generation +1 for you here.
Ord Mantell System 7 1/1 U2
•Rebel: If you control, opponent's bounty hunters are forfeit -2. Imperial: You bounty hunter pilots add another +1 to power of their starships.

STARSHIPS & VEHICLES

Medium Transport 3 1 3 4 2 4 U2
May add 1 Pilot, 4 passengers and 1 vehicle. Deploys and moves like a starfighter. Has ship-docking capability. Pilot provides ability of 1.
Rogue 1 2 3 4 4 2 6 R1
•May add 2 pilots or passengers. Immune to attrition < 3 if Luke piloting. May move as a 'react' only to Hoth sites.
Rogue 2 2 3 4 4 2 5 R2
•May add 2 pilots or passengers. Immune to attrition < 3 if Zev piloting. If piloted, may add 2 to search party destiny draws.
Rogue 3 2 3 4 4 2 5 R1
•May add 2 pilots or passengers. Immune to attrition < 3 if Wedge piloting. May move as 'react' only to Hoth sites.
Snowspeeder 1 3 4 4 2 4 U2
May add 1 pilot/passenger. May move as a 'react' only to Hoth sites.
Tauntaun 4 1 2 2 1 3 C2
May carry 1 passenger. Deploy on Hoth. Ability = 1/4. May move as a 'react' from battle. Sacrifice to make passenger immune to Exposure.

Abi Ability Dep Deploy Des Destiny For Forfeit Man Maneuver Pow Power

Still no gum.

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ARKANSAS

JANUARY 25-26, JONESBORO

N.E.A. Magic Clubs Super CASH Magic Weekend, Holiday Inn, 1 hr drive from Memphis, 2 hrs from Little Rock and 4 hrs from St. Louis. $60 entry includes 4 tournaments, cards, hospitality room, prizes, etc. Tournaments start at 9am on both days with registration on 1/24 from 6:30-11pm and 1/25 @ 7am. $1,500 in cash prize - Booster draft - Type I - Type II - Sealed Deck. All tournaments DC Sanctioned. Call to register for the $1,500 CASH WEEKEND! For more information, contact: John Williams, Heroes Comics, 2314 E. Matthews, Jonesboro, AR 72401 or call 501-972-0022.

CALIFORNIA

JANUARY 1996, LOS ANGELES

Pro Tour Qualifiers. Gray Matters Conventions will be holding five (5) Qualifier events for the next *Magic: The Gathering*® Pro Tour which will be held in Los Angeles. These qualifier events will be Mirage™ sealed deck. $23 in advance, $25 at the door. Please call 800-852-2442 for dates and times.

CONNECTICUT

JANUARY 4 & FEBRUARY 8, NEW HAVEN

Gray Matter Conventions in Connecticut, 100 Pond Lily Avenue, exit 59 off the Merritt/Wilbur Cross Parkway, call 203-387-6651 for directions. *Magic: The Gathering*® convention & tournament: GRAND PRIZE - $1,000 in CASH prizes. Over 15 tournaments throughout the day including: Speed Sealed Deck tournament at 9:30am for $100. Under 16 tournament. Type I and Type II tournament for a box of Mirage™. Type 1.5 tournament. Booster draft tournament. Huge dealers area. Doors open 9am, $14 in advance, $17 at the door. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com

FLORIDA

MARCH 15-16, ORLANDO

MegaCon '97, Orange County Convention Center, 9800 International Drive. Registration: $12/day or $20/weekend. 10am-8pm. The largest convention in the Southeast. MegaCon features over 100 guests and professionals. Special guests include: Peter David, MOEBIUS, The Warrior, Brian Pulido, Steven Hughes, Brandon Peterson, George Perez, William Tucci, John Romita Sr., Julius Schwartz, Joe Madureira, Tim Townsend, Al Simmons, Tony Daniel, Humberto Ramos, J. Michael Straczynski and MANY more to be announced. There'll also be hundreds of dealers, publishers and exhibits! Activities include: *M:TG* Type II convocation & Type III tournament, RPGA, Living City, Living Death, Virtual Seattle, Miniatures Events, Japanimation room, panel discussions, slide shows, publishers presentations, lots of gaming, Live Action Adventures and much more! For additional info, contact: Skyline Promotions @ 407-599-0905.

ILLINOIS

JANUARY 4,11,18,25, LOCKPORT

Other Worlds *Magic* Tournament, 143rd St., 4 blocks west of Bell Rd., Orland Park Shopping Center. There will be 1st, 2nd and 3rd PRIZES!!!! $2 admission 3pm-6pm. For more information, contact: Ron Krasneck @ 708-301-7748.

INDIANA

JANUARY 18, NILES

Magic-Hansen's Grand VII & VIII feedeers into the $15,000 Grand Master. Notre Dame High School, Dempster Avenue. 1st prize-$1,000 CASH. 1st & 2nd also get free entry into & spots in the $15,000 Grand Master. Other prizes through 8th Place. Four divisions: Type I, Type II, Mirage constructed (Paris Pro) and Mirage sealed deck. Note: you stay in the division you choose. The top two in each division are selected and will compete with final 8 in a new sealed deck format—call for further information. Pre-registration: Type I, II, or Mirage Constructed $18; Mirage sealed deck $25. At the door $22, $30 for Ice Age. Dealer tables $25 each. For dealer info., directions, tournament information price list, and other sanctioned tournaments around Chicago contact: Hansen's @ 847-853-1994 or HanHobbies@aol.com.

JANUARY 19, SOUTH BEND

South Bend Magicon, Ramada Inn, 52890 US 31/33 North, DCI Sanctioned, Swiss style. Prizes for the 1st through 16th place! *Magic: The Gathering*® Type II Tournaments. Expecting over 80 people, $10 admission, dealer tables open at 9am, door prizes every hour. WINNERS PICTURE WILL BE PUBLISHED CALL FOR DETAILS! Any questions contact: The Midwest Magicon League @ 219-679-2108.

JANUARY 26, INDIANAPOLIS

Indianapolis Magicon, Quality Inn East 3525 N. Shadeland Avenue. *Magic: The Gathering* Type II Tournaments, DCI Sanctioned, Swiss style. Prizes for the 1st through 16th place! expecting over 200 people. $12 admission (includes pizza for lunch), dealer tables open at 9am, door prizes every hour. WINNERS PICTURE PUBLISHED CALL FOR DETAILS! Any questions contact: The Midwest Magicon League @ 219-679-2108.

KENTUCKY

FEBRUARY 8, LEXINGTON

Shahrazad's *Magic* Tournament, The Continental Inn, 801 New Circle Rd.(exit 110 off I-75 Winchester Rd. to New Circle. Doors open at 9:30am, $3 admission. Type II entry $9, Sealed Deck $15. Top prize Type II tournament: $1,000 cash. Check our website www.tradingcards.com for updates. For more information or a catalog call Shahrazad Games @ 800-361-4263 or http://www.tradingcards.com

MICHIGAN

JANUARY 11, 25 & FEBRUARY 8, 22 BATTLE CREEK

Magic Sealed Deck Tournaments. Limited to 40 players. Preregistration suggested, door registration at 9am. Tournament begins at 10am. $20 advance registration (or $25 at the door), gets you 1 sealed deck, 2 boosters and 4 basic lands. Minimum prize value of $200 each tournament. Always buying *Magic* at Gamers Guild. Best selection of singles in SW Michigan. For more information contact: Marcus @ 616-660-0925 or write Gamers Guild, 1230 East Columbia Avenue, Battle Creek, MI 49014.

NEW JERSEY

JANUARY 25, EDISON

Gray Matter Conventions in New Jersey, Raritan Inn, exit 10 off NJ Turnpike, call 908-661-1000 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: GRAND PRIZE - $1,000 in CASH prizes. Over 20 tournaments throughout the day. Huge dealers area. Doors open 9am, $14 in advance, $17 at the door. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com

NEW YORK

JANUARY, NEW YORK

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JANUARY 11, NEW YORK

Gray Matter Conventions in New York City, New Yorker Hotel, 34th Street & 8th Avenue, call 212-971-0101 for directions. *Visions*™ Pre-release tournament & convention $25 in advance, $30 at the door. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

JANUARY 12, NEW YORK

Gray Matter Conventions in New York City, New Yorker Hotel, 34th Street & 8th Avenue, call 212-971-0101 for directions. Professional Tournament™ Qualifier + $2,000 CASH tournament. $23 in advance, $25 at the door for the Pro Tour Qualifier (Pro Tour fee includes 1 Mirage™ starter and 2 Mirage™ boosters). $14 in advance, $17 at the door for the Type I or Type II tournament. 4 Master & 4 Junior slots will be awarded for the Los Angeles Professional Tournament. Pro Tour Qualifier tournament is sealed deck Mirage™ format. Over $2,000 in CASH prizes will be awarded. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

JANUARY 18, LONG ISLAND

Gray Matter Conventions in Long Island, Long Island Marriot (next to the Nassau Coliseum) call 516-794-3800 for directions. Sanctioned *Magic: The Gathering*® convention and tournament: GRAND PRIZE - $1,000 in CASH prizes. Over 15 tournaments throughout the day including: Speed Sealed deck tournament at 9:30am for $100. Under 16 tournament. Type I and Type II for a box of Mirage™. Type 1.5 tournament. Booster draft tournament. Huge dealers area. Doors open 9am, $14 in advance, $17 at the door. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

PENNSYLVANIA

JANUARY 4, PHILADELPHIA

Gray Matter Conventions in Philadelphia, Clarion Suites Convention Center, 1010 Race Street, one block from the Philadelphia Convention Center, call 215-922-1730 for directions. *Magic: The Gathering*® convention & tournament: Professional Tournament™ Qualifier + $1,000 CASH tournament. $23 in advance, $25 at the door for the Pro Tour Qualifier (Pro Tour fee includes 1 *Mirage*™ starter and 2 *Mirage*™ boosters). $14 in advance, $17 at the door for the Type I or Type II tournament. 2 Master & 2 Junior slots will be awarded for the Los Angeles Professional Tournament. Pro Tour Qualifier tournament is sealed deck *Mirage*™ format. Over $1,500 in CASH prizes will be awarded. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

JANUARY 25, PITTSBURGH

Gray Matter Conventions in Pittsburgh, Holiday Inn-UC 100 Lytton Avenue (On the U Pitt campus), call 412-682-6200 for directions. *Magic: The Gathering*® convention & tournament: Professional Tournament™ Qualifier + $1,000 CASH tournament. $23 in advance, $25 at the door for the Pro Tour Qualifier (Pro Tour fee includes 1 *Mirage*™ starter and 2 *Mirage*™ boosters). $14 in advance, $17 at the door for the Type I or Type II tournament. 2 Master & 2 Junior slots will be awarded for the Los Angeles Professional Tournament. Pro Tour Qualifier tournament is sealed deck *Mirage*™ format. Over $1,500 in CASH prizes will be awarded. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

TEXAS

JANUARY 18, HOUSTON

L. King Collectables presents their January In-Store SALE-BRATION Event! 3001 Fondren, between Westheimer & Richmond, FREE ADMISSION, FREE PARKING, 10am-6pm. Receive one free giveaway prize with each purchase over $10. Available prizes include *Magic: The Gathering*® & *Star Wars* and other gaming cards, non-sports cards, and comics. We offer LOWEST everyday prices on *Magic: The Gathering, Star Wars* and other gaming Singles, over 100,000 in stock! Look for special savings and discounts throughout the store on all your Gaming Card needs. Free pack of assorted *Magic* cards with this ad! Call 713-782-2273 or email lkingc@flash.net for more information.

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Rick Swan's unique take on the world of gaming

New Year's Resolutions

If you're anything like me, you got so tired while you were waiting up for Santa Claus that you passed out and slept through New Year's. But don't worry; there's still time to make your resolutions. Just hold up your right hand, put your left hand over your heart and repeat after me: In 1997, I resolve to...

- quit using grandma's Dentu-Creme to polish my *Dragon Dice*.
- immediately report to the authorities all incidents in my neighborhood of drive-by tappings.
- accept the fact that building a shrine to Richard Garfield in the back yard won't automatically qualify me for the Pro Tour.
- say "I beg your pardon" and "Please excuse me" before and after I Channel/Fireball my opponents into oblivion.
- take better care of my back issues of *InQuest* and no longer use them as coasters, fly swatters or Kleenex.
- stand up and move around every once in a while so Mom doesn't have to dust me so often.
- quit using kidney stones for life counters.
- refrain from scouring *InQuest* for pictures of half-naked women. Or at least try to cut back.
- resist the urge to send letter bombs to companies that publish "revised" or "improved" editions of games I bought six months ago.
- show respect for the cards in my dead pile by putting them in little body bags.
- stop trying to convince gullible dealers that despite what it says in the "*InQuest* Price Guide," all game cards are actually free.
- let the publishers of *InQuest* know how much I admire Rick Swan and respect him both as a gamer and a male model.
- stifle the urge to giggle when somebody talks about the investment potential of *Fallen Empires*.
- stop dressing up the Babes card from the *Guardians* CCG in little negligees.
- refrain from insulting games I don't play, including crappy ones like *Doctor Who*. Along the same lines, I will stop referring to *Middle-earth* players as "Hobbit Heads" and *Star Wars* players as "Skywalking Scumsuckers." I will, however, continue to refer to *OverPower* players as "Dweebs."
- refrain from referring to my family as the Balduvian Horde.
- refrain from referring to my underwear as the Forbidden Crypt.
- ask the Duelists' Convocation International to establish a Type III tournament environment, consisting only of cards owned by me.
- stop claiming that the *Magic* Fifth Edition will allow you to use toe jam as "emergency mana."
- stop holding my breath for the fourth "Star Wars" movie.
- quit making threatening phone calls to Wizards of the Coast for failing to recognize the commercial potential of my *Thomas the Tank Engine* CCG.
- knock over a couple of convenience stores to get the money I need to put together one of *InQuest*'s Killer Decks.
- come to my senses and realize that I will never get a date as long as I insist on gluing *Magic* cards to my forehead.
- cut back on activities that interfere with my game-playing, like eating, sleeping and bathing.
- stop whining when Goblin Artisans fails to show up in the "Top 10 Hottest Cards." Because it never will.
- volunteer to tutor rule book writers in the English language.
- give up trying to scrape the barf off the Icy Manipulator card; it's supposed to look like that.
- submit my original *Magic* card, Naked Ricki Lake, to *InQuest*'s "*Magic*: The Creations."
- stop circulating the rumor that if you soak a Helm of Obedience in a glass of warm water for 60 seconds, let it dry overnight on a paper towel and then carefully peel off the front, you'll reveal the legendary and otherwise unavailable Mox Booger.
- hold a bake sale to alleviate the financial stress of Anson Maddocks, Melissa Benson and other artists who no longer receive royalties from Wizards of the Coast.
- stop clogging the pipes by flushing entire *Spellfire* decks down the toilet. Instead, I'll flush them one card at a time.
- change the terms of my will to bequeath my entire estate to the writer of "Swan Song," whomever he may be.

In 1997, Rick Swan resolves to speak out on behalf of tolerance and kick the ass of anyone who disagrees.

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Batteries never included.

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